JAM-PACKED FROM COVER TO COVER WITH GOODBYES

Special Collector's Issue

COMMODORE FORMAT

If you've got a C64 then get this

ISSUE 61 ● £3.25 ● OCTOBER 1995

MIGHTY BRAIN

THE END

It's the last ever issue!

Brained: The Mighty Brain says farewell

Rated: The top ten C64 games of all time

Explored: The weird world of Roger Frames

Tested: Your C64 expertise

Future PUBLISHING

10

9 770960 516057

Read it and weep

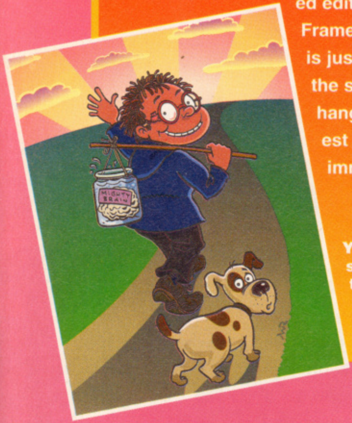
October 1995 ● Issue 61

COMMODORE FORMAT

CONTENTS

12 Poster

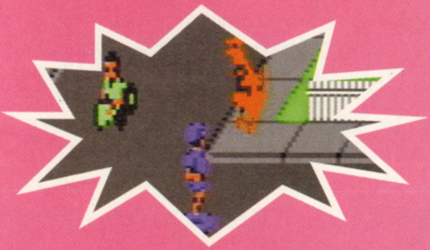
We all need something to remember the good times with, and the extra-special, limited edition* Roger Frames pull-out poster is just the thing. Pull the staples out and hang it on the nearest available wall, immediately.



Your very own shot of the brave trio being captured by a UFO.

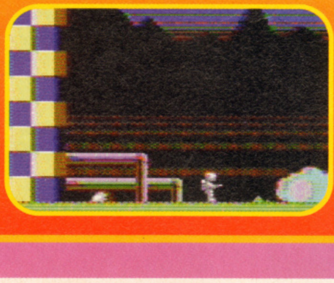
16 Are you a C64 expert?

Here it is, then – CF's definitive list of the ten C64 games you absolutely have to own. If you do nothing else next month, put your £3.25 aside and save up for some new software – you know what to buy now.



Hey, Charlene, throw another Des on the barbie.

3 ON THE POWERPACK...



Support him

Yup – this month's covertape is full of software from Jon Wells, creator of the supportware scheme. You can find out how to support this release, as well as many more in the future, by looking at the opposite page. Pretty redundant flag, really.

8 Absolutely Fabulous?

She everywhere, isn't she?

You may have spent the last 5 years being a CF reader, but if you want the real, inside story on the fun of being on the other side of the pages, everyone's favourite C64 babe Clur Hodgson fills you in on what it's like to work for CF (and what it's like to terrorise everyone else on a magazine).

Smash TV got into the all-time top ten because it makes you do just that.

18 The hall of fame

CF hasn't always been run by two prisoners in a publishing house dungeon, you know. We've trashed the careers of several other people in the past, and this is their chance to speak their minds on the magazine they once worked for.

REGULARS

4 The Mighty Brain

For sixty months the brain has patiently answered your letters, solved your problems, researched your queries and politely laughed at your jokes. He can't take it any more. This month, he gets evangelical about the C64.

6 News

Good question – in case you hadn't noticed, this is the last ever Commodore Format. Sad? Yes. Defeated? Never.

22 Directory

Good question – when there's no more CF, what are you going to do for your regular dose of C64 info? Check the directory…

SPECIALS

10 The top ten C64 games of all time

Here it is, then – CF's list of the ten C64 games you absolutely have to own. If you do nothing else next month, put your £3.25 aside and save up for some new software – you know what to buy now.

19 Roger Frames

It's Mr Frames, but he's got no budget games to review. Instead, we find out exactly what he'll be doing now that his second love, Commodore Format, is no more. Hopefully, his plans don't include coming to the farewell party.

20 Total hardware

Since we're not going to be around to show you how to get the most out of your new-fangled box of tricks, Roy McNeil's here to take you through the best hardware you can use to upgrade your machine to the next level.

23 Bye, then.

It's the last ever page of the last ever CF, but don't let that depress you. Actually, let it really get you down. Read the page, then throw the mag to the floor and burst into a flood of tears. We did.

---

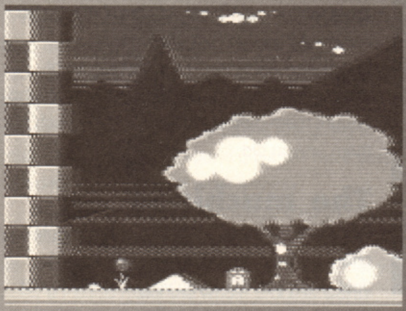
* Only 5,000 were ever printed.

THIS WAY FOR THE FULL COVERTAPE BRIEFING... ➤

POWER PACK

This month's PowerPack is slightly special, because we've decided to leave you with some truly worthy software – an introduction to the Jon Wells supportware scheme. On the tape, you'll find two games courtesy of the man himself, to save you the bother of ordering them from him personally. Don't think that absolves you from all responsibility, though – if you want to use this software and support the author, Jon Wells, the SupportWare rules still apply. There's a boxout explaining the scheme further for those who don't quite understand what's going on.

Escape from Arth



No, that's a tree. It can't fly, and it can't help you any in your quest. Idiot.

Bad luck – you've just found yourself completely stranded on the surface of a barren, hostile planet. That's it – you're doomed to spend the rest of your life here unless you can find some way, some wierd, ingenous way of turning the dead machinery littering the landscape into a cunning space propulsion device with which to escape. That's all there is to your objective, so stand by for a large amount of surplus plot wibble.

Or don't. In the interests of self-indulgence restriction, you won't find the usual, desperate padding thrown around the phrase 'just wiggle your joystick a bit'.

Just wiggle your joystick a bit – you'll get the hang of it. Use left and right to travel (gasp) left or right, up and down taking you through the many doors that link the different game areas while you're standing near the posts that clearly mark out the doorways.

You can use the fire buttons to wipe out the many different aliens you'll encounter along the way, and you'll have to. If you don't, they'll make a very definite point of killing you instead. And that's not very nice.

Oh, okay then. Billy the spaceman was bored. He'd been left in this backwater dive of a planet while his friends nipped down to the corner shop, but it looked like they weren't coming back...

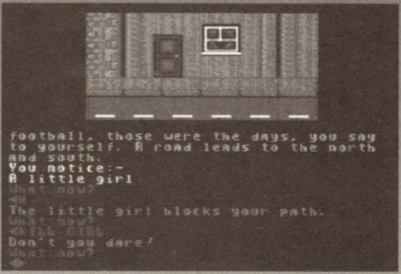
Treasure Isle

Avast, me hearties! Shiver me timbers as well, but rub some soothing balm on them shortly afterwards, or things could get a little uncomfortable for me. It's a wonder how the pirates understood each other, actually. You could get into some pretty nasty scrapes on the high seas if you took one of these requests too seriously. Some very nasty scrapes indeed.

Which brings us rather neatly to the story in hand, a swashbuckling search for the Treasure Isle, and from that point the enormous stash of goodies that lie hidden on it. Will our interpid adventurer reach his goal? Will untold wealth and riches follow? Only you can decide...

Treasure Isle is a text adventure – you control your character and the way he interacts with the game world with text commands, ranging from simple, directional controls like 'north' and 'west', to more complex instructions like 'take box'. So maybe they're not as complicated as all that. At all. It's your job to work out the best solutions to some foxing puzzles using only your wit, cunning, lateral thought and keyboard skills to protect you.

So maybe it's not as dangerous as all that...



```
football, those were the days, you say
to yourself. A road leads to the north
and south.
You notice:-
A little girl
What now?
>N
The little girl blocks your path.
What now?
>KILL GIRL
Don't you dare!
What now?
>
```

Oh, why not? She deserves to die, blocking innocent peoples' paths and everything.

COMMODORE FORMAT
GAME
TREASURE ISLE
GAME
ESCAPE FROM ARTH
POWER PACK

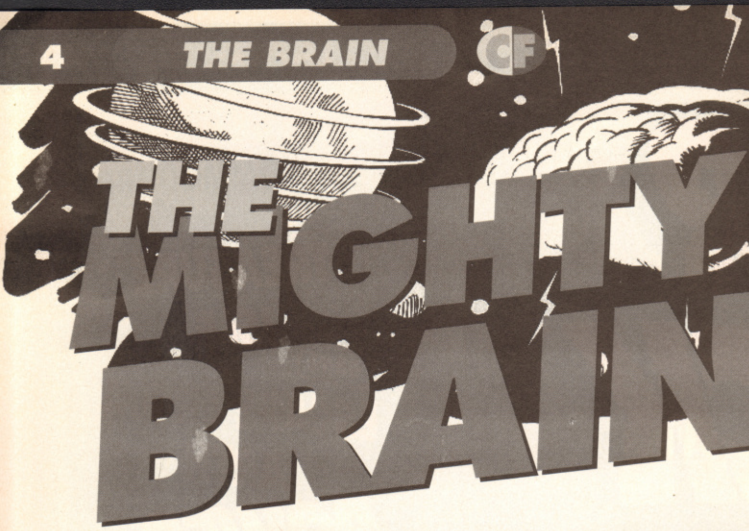
Supportware Explained

Are you wondering what all this is about yet? You've seen public domain, shareware, freeware and licenceware, but supportware is a relatively new concept for the C64.

The idea is that the software you're looking at now is freely available from any number of sources, the only payment you make being a donation, the size of which you decide, to the game's author to say "thanks – can you write some more?".

Why do I get the feeling you weren't paying proper attention to that last paragraph? We're giving you this software for free. Supportware means that, if you like what you're playing, you can send a donation to Jon Wells at Supportware, c/o Jon Wells, 9 De Grey Road, King's Lynn, Norfolk, PE30 4PH.

Why? Well, Jon was basically getting sick of seeing his games pirated and distributed, so he decided to make them freely available to flood out the piracy market – if everyone can have a copy, there's no point in pirating his software. Instead of buying it, though, you should show support to the author. Now. If you sit back and assume someone else will pick up the bill, you've condemned the scheme to death. If you like what you see and make a donation, you can recieve more games on the same scheme, such as *Blitz 2000, Sceptre Uncut, City Bomber* and *Rescue Mission*. We hope you do. We really hope.



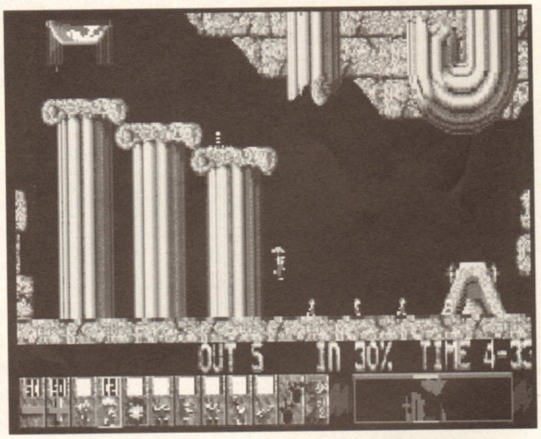
THE MIGHTY BRAIN

"My God, John, you've got to do something – it's destroying everything in its path!" "Wait! I think it's trying to... communicate!" "Will someone turn off these exclamations, please?! Thanks."

Look folks, as this is my last time into bat for CF I'm going to take an alternative line – I'm not going to answer your letters. I am, however, going to get something off my (metaphoric) chest that's been annoying me for the last few months.

Now many of you have been wondering why I, one of the galaxies smartest bods, chose to do the letters for Commodore Format. The answer is simple and two-fold. Firstly Steve Jarrat asked me, and he's such a nice bloke I just couldn't refuse. The second is that your world is currently undergoing a computer revolution, but it is revolution that is being betrayed. And I, who have always viewed myself as a bit of a Jacobin, am not prepared to let that happen.

What angers me, and may potentially ruin the good and honest computer society that was gradually gaining ground, is technophillia – and the narrow mindedness of its acolytes. What I'm referring to is the current cult of the IBM compatible PC; a cumbersome and archaic machine that seems determined to drag all other formats into its Windows compatible pit of DOSpair.



It may be on a 16-bit machine, but Lemmings is still *Lemmings* – it just looks slightly better.

SO WHERE TO NOW?

I'm off to restart my acting career. I won't be doing that much film work, I'm now moving into coaching other (less intelligent) brains for horror films, sci-fi movies and spooky TV shows. You can see me in the *City Of Lost Children* (I'm the brain of the mad inventor uncle) and a season three *X-File*. If you want to keep in touch, just give me a buzz in the States – remember to get the permission of the person who pays the bill before you call – at my acting school, Famous Brains Inc. You can find it in the Hollywood phone book.

Let me tell you a story

If your dad came home tonight and told you that he'd traded in the family Mondeo for a Williams F1 car you'd initially be impressed; 0-60mph in 2.1 secs, top speed of 205mph and with the proper aerodynamic skirts it could even drive on the ceiling. Like wow! And everybody else in the neighbourhood would be green with envy. For sure you must have the best car in the entire world.

Slowly, however, it would start to dawn on you that maybe this wasn't such a smart move. The engine needs rebuilding every 200 miles. A set of spark plugs costs £1500. You need to change the tires when it rains. There's only 3cm^3 of luggage space found under the rear wing – probably described in the manual as 'carries light shopping' – and it's a swine to park. The one thing it does do well you can't use it for because a) you haven't got the skill and b) there's massive legal jeopardy involved in trebling the speed limit.

Then to really rub it in, just as you're fondly remembering those happy go lucky, five up, luggage packed, comfortable, 10,000 miles service interval, unleaded days of the Mondeo, one of your neighbours drives up in a Benneton! Life's a bitch, and you can never get ahead.

Pentium – sorry, it just slipped out.

Now the point I'm trying to make here is that it isn't the power, or the specs of a machine that is important, but how well the machine suits the task it's being used for. The Pentium, Power Mac, Playstation and Saturn do have impressive stats. Between them boast they boast 120Mhz processors with floating point calculation, 16 Meg of RAM, quad-speed CD drives, billions of colours on screen, 32-bit architecture, maths co-processors, state of the art graphic interfaces, CD quality sound, video capture, analog control inputs and a whole host of other insane techno-pokery.

What's the C64 got? 16 on-screen colours, 64K of RAM, a 9-pin joystick port and a 172K 5.25" disk drive. Feel that you're lagging behind? Feel that you're using yesterday's technology? Well you are. But then so are they! The Pentium, Power Mac, Playstation and Saturn are just as out of date as the C64. It's just that the people who bought them paid up to 50 times as much for them as you did.

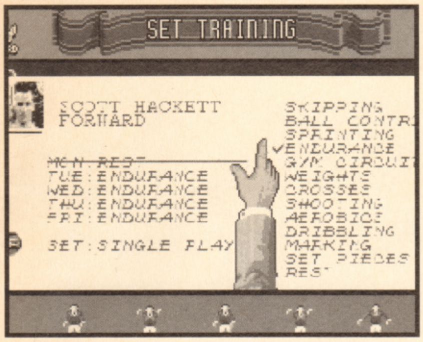
The machines

The Pentium race has become a demented charge towards ever higher clock speeds. Just when you think you've got to the top of the pile, Intel release another more potent chip, or some third party releases a new video card that once again condemns you to second place in the specs race.

The Power Mac's an evolutionary step but not a revolutionary one. Each month the price of machines falls (generally to just below the hard-haggled price you fought for hours for on the phone) because a slightly newer version has been released.

The Playstation and Saturn were out of date about a year before release. They may be impressive but they are definitely not cutting edge. Ask the boys at Xerox Park or Paulo Alto about cutting edge technology. I certainly have and curiously none of them mentioned either 'super' console.

And those fools who still labour on under the misguided notion that they are pushing back the boundaries with their Ninja PCs; what do they actually do that requires all this power? A bit of word processing perchance? The home accounts, like, once a year maybe? Create proportional and relations databases of the trains they've spotted recently? Well that's the lie they told themselves



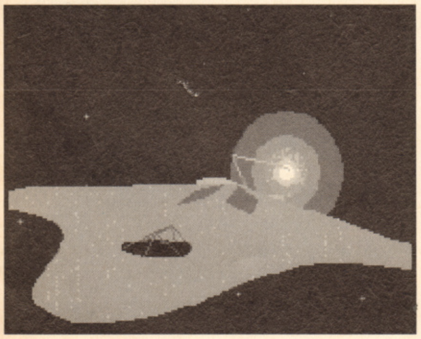
And no matter what computer you buy, you'll never escape the footie management sims.

when they spent that extra £1000 upgrading. And even if they do the above jobs, these are hardly applications that require Pentium power. Your C64 does the job just as well. Admittedly it's slightly slower – but then you humans don't have the perceptive equipment to spot speed differences of the magnitude of 1000/ths of a second?

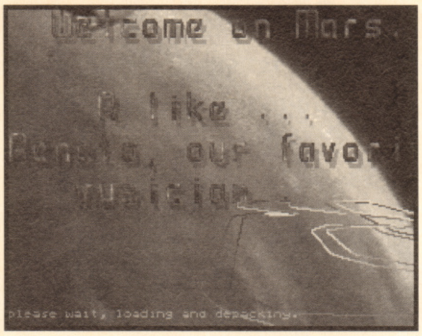
I have the power!

All this PC power is good for graphics, though. Fractals for instance, can be generated on the fly in real time. But then what's the use of that other than making your computer look like a bad *The Word* backdrop? Sound and music packages also benefit from extra poke, but only the likes of The Aphex Twin or Chemical Brothers are going to really use it. And their sound guys will have dedicated kit for this kind of work anyway.

And do owners of these Mega-Zord PC's actually ever program their machine? Well yes, a tiny bit. And then it's in C, a language so slow that you need a P60 to make the whole process worthwhile! Curiously, C64 owners are generally accomplished programmers with a fundamental understanding of their machines. They are people who can make the machine do things its designers ever dreamed possible. Indeed all but three (and their names are being withheld for safety reasons) of those at the very top of the PC software programming tree started out programming Commodores.



Of course, anything using 3D graphics gets a little more sophisticated, as shown by *Frontier*, which is just the sequel to *Elite*, a game we already know and love.



Welcome on Mars.

please wait, loading and depacking.

And you'll still find thousands of scrolling messages and loading screens.

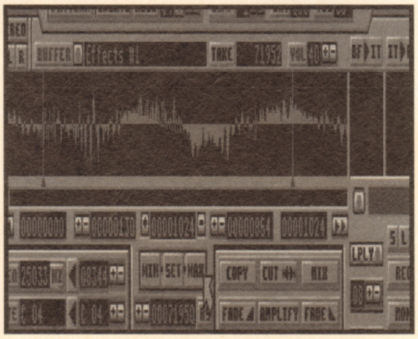
So what do PC owners really use their supercomputing power for? Games. That's all. Sure – these games are often over 800 MBytes big (*Wing Commander III* came on THREE CDs!), use SVGA (16 million colours on screen) and boast CD quality soundtracks. These games look gorgeous and they sound great. They also cost about £80, and the game play is exactly the same as it is on the C64. Nowt different. It's still a test of timing, intelligence, guesswork and sheer skill. The only differences are prettier pictures and slicker screen updates – although ironically the Boyle's Law of processor speed comes into effect here, where the demands on the CPU grow to fill the time available. So the game still chugs.

The point

What I'm saying here is that essentially we're all computer users, regardless of the machine we own. I just prefer to talk with folk who can deal with their machine rather than some sap who buys a new add-on card or Windows module to do all the difficult work for them. Playing with code and hitting the processor metal is fun because, to return to the car metaphor (note structure freaks) it's not the car but the way you drive that matters.

Which is why I chose to work for CF and why I have really enjoyed answering your letters. Rather than expecting your hobby delivered on a plate, it was you who wrote in with the ideas and questions that drove the magazine. It was also your sterling work and essential inquisitiveness that has kept pushing back the boundaries of the C64. I knew you'd ask challenging (if not always altogether sensible) questions, and you did. So I'd just like to say thanks. Keep on coding, creating and Commodoring – you know it makes sense. **TMB**

PS – The one letter I will answer is from Mr F Southron of Eastville, Bristol. It was none other than Mr M Stewart, but it was actually 24 not 23 *(I'm so glad we cleared that up – ed).*



And soundtrackers still involve stringing sounds together and playing them. Nothing ever changes but the OS.

10 THINGS EVEN I HAVE TROUBLE UNDERSTANDING ABOUT YOU LOT

1) Bath's 'Card Parking' Scheme
2) Why Robbie ever joined Take That in the first place
3) Imperial measurements and 'old money'
4) Cromer – Jewel Of The Norfolk Coast
5) The Oscars (*Forrest Gump, Terms Of Endearment, Kramer Vs Kramer...*)
6) *Wipeout, Celebrity Squares, Strike It Lucky, Going for Gold...*
7) How anyone can rear wheel steer a Honda FireBlade
8) The 'singing fish' Euro tunnel ad
9) The Balkans problem – Only three people know the answer to the Blakans question. One is mad, one is dead and I knew but I have forgotten (look it up kid!)
10) Eric Cantona

10 HUMAN THINGS THAT IMPRESS EVEN I, THE MIGHTY BRAIN

1) The Commodore C64 (natch!)
2) Commodore Format (double natch)
3) The Ducati 916
4) The Ring Cycle by Wagner
5) Apocalypse Now
6) William Blake (poetry and painting)
7) WAR 1 (Marvellous Marvin Hagler vs John 'The Beast' Mugabe).
8) Cat's Cradle by Kurt Vonnegut
9) The Apache Longbow
10) Simon Forrester's ability to make his mouth bleed on demand

News

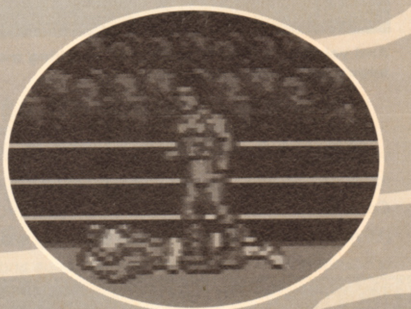
There's only one news story this month, and it's a sad, sorry, complicated tale. CF's closing, and it's all your fault (only kidding).

Back in September 1990 Future Publishing, an already successful publisher of Amstrad Action, New Computer Express, and Amiga Format to name but a few launched a new magazine aimed specifically at C64 games. They scoured the land for the very best team they could find for the job, and eventually came up with Steve Jarratt as the editor, Andy Dyer and Colin Campbell as writers, Trev Gilham as the art editor, and Cathy Parnham as the production editor.

I know what you're thinking – 1990? That wasn't exactly in the early days of the machine, was it? Future had set out not only to walk into a market already explored and dominated by other mags, but to topple the biggies, like the acclaimed Zzap! 64. It decided to do this with its patented Format magazine recipe, mixing game news, reviews and solutions with the other aspects of using a computer – technical advice, handy contacts and, of course, oodles of free software, game demos and the like on a free cover mounted Power Pack.

Within a few months, Commodore Format was on the way up, and Zzap! was on its way down. By his own admission, Greg the publisher's finest moment on the mag was realising they'd beaten the market leader in sheer volume of magazines sold. Future Publishing had captured the market – Commodore Format was on the scene.

At the risk of finishing this passage on a high note, CF's late start had a downside – they never got the chance to legitimately spend hours playing the classics like *Elite* or *Dropzone*, as the early, ground-breaking 8-bit games had already cracked the crazy paving slabs of the computer industry. CF was a magazine for the latest, more sophisticated games, from the novelties of computer wrestling through to the refined terror of *R-Type*.



He's doomed. There's a bloke firmly embedded in his spine. That's gotta hurt.

Ch....ch...changes (ugh)

Time, of course, waits for no man. Or woman. Or magazine. Within a few months, Ollie Alderton had filled Trev's shoes as art editor bringing an assistant, Lisa Nicholls, with him, the two of them continuing to make the top C64 monthly look as pleasing to the eye as possible. By issue 22, the team was heading for big changes, as Colin Campbell headed off toward the bright lights after editing just one issue. Steve and Andy went on to launch Total!, another successful console mag.

Over the space of the next year, nearly every member of the team metamorphosed into an equally talented replacement, 1992 seeing Trenton Webb as the editor, Dave Golder as the production editor and James Leach as the staff writer, with the faithful Ollie remaining with his paintbrush to tidy up the mess.

A few letters have pointed out that you lot really don't like teams changing, but unfortunately that's the way it works for magazines – as soon as you get a working team together, someone else leaves to work on another magazine three doors down. While it means you have to spend time getting to know another reviewer's tastes, it also allows us to work on lots of different magazines, bringing new and exciting ideas to each one we join. Yup, you guessed it – someone else leaves shortly, and Clur Hodgson jumps into Mr Leach's still-warm seat. Lisa Nicholls also wanders off to find glory on top SNES mag Super Play, leaving a Lisa-shaped gap for Miss Kellett to neatly fill.

In the autumn of 1993, big changes happened again – ST Format's editor, Andy Hutchinson, wandered down the corridor with a box of personal effects and arranged them on Trenton's desk. At roughly the same time Dave Golder vanished, and five months later Simon Forrester arrives as another staff writer, to make up for the lost time the team spent playing. This arrangement continued until the early months of 1994, at which point Dave returned, triumphant, as editor and Clur sneaked off, realising he'd only come back to stop her playing games all the time.

New wave, man

There's no point in hiding it – by this time, the lack of new C64 games had begun to bite. As the commercial software companies turned their attention to the newer, more profitable formats, CF turned to cover the real C64 fans who'd started creating games of their own, spurred on by the Apex boys' *Mayhem in Monsterland*, the game that CF readers had watched in development for a year previously. *Mayhem* was the first computer game ever to score 100%, and it deserved it – we still maintain that there won't be anything better on the C64, and so far we've been right.

A few months after Dave's return, Simon lumbered off to pastures new. At this point Dave decided to take the magazine in a new direction, a choice followed up by a brand new editor, Karen Levell. What had previously been a games orientated mag expanded on columns like Techie Tips to give support and technical information to the huge chunk of readers who were getting more out of there machines, using serious software such as word processors, databases, etc, as well as graphic operating environments like the immensely successful *GEOS*. PD sections became bigger as the DIY aspect of the C64 influenced the whole mag.

Power then rested in the hands of Karen Levell and Rebecca Lack, before Simon returned to edit the final three issues. Oh. That's now.

The point of this story? CF is closing. The issue you're holding is the last one ever, and because of this it's packed full of stranger-than-normal articles. The closure is due to the normal pressures of a mag covering yesterday's computers – as the readers dwindle, the whole venture becomes less and less profitable for the people who run it, until the laws of business dictate it either has to fold or go on to make irrecoupable losses.

This is, in fact, a new wave. For me, anyway.

A
R
Designed an
TURBO LOA
- Load 202 b
fastest disk s
achieves hig
Oceanic/158
INFINITE LI
- Automatic
many progra
PROF MAC
- Full 64K Fr
memory, inc
their frozen
SPRITE CO
- Freeze the
animation -
FREEZER FA
- Now you c
load faster.
or disk to re
for program
DISK COPY
- Easy to us
than conver
data disks.
NOW
FOR Y
- This comm
featuring
ball and
- When co
quite sim
- Create ar
- Spray pa
- Zoom in
- Mouse op
- 16 pens,
- Full cut a
TOTAL PAC
DATEL M
INTERFAC
ADVAN
MUSIC S
2 FREE
MIDI CABLES
The Advanced
System may b
MIDI/music pa
for the 64/128
of musical co
MIDI compatib
Interface you
SOLUTION!
AVAILABLE C
NOW O

ACTION REPLAY VI

Designed and Manufactured by DATEL ELECTRONICS

THE MOST POWERFUL, FRIENDLY AND FEATURE PACKED UTILITY CARTRIDGE EVER CONCEIVED!

ACTION REPLAY

TURBO LOADER
- Load 202 block program in under 6 seconds - world's fastest disk serial loader. On-board RAM and ROM achieves high loading speeds. Works with 1541/1571 Oceanic/1581.

INFINITE LIVES GENERATOR
- Automatic infinite lives!! Very easy to use, works with many programs. No user knowledge required.

PROF MACHINE CODE MONITOR
- Full 64K Freezer Monitor - examine ALL memory, including stack, I/O area and registers in their frozen state. Ideal for debugging or just for fun!

SPRITE CONTROL
- Freeze the action and view the sprites - watch the animation - customise your games -kill sprite collisions.

FREEZER FACILITY
- Now you can make your old slow loading programs load faster. Simply freeze the action and save to tape or disk to reload at super fast speed - no more waiting for programs to load.

DISK COPY
- Easy to use disk/file copier. Much faster than conventional methods. Ideal for backing up data disks.

TAPE TURBO
- This feature will add Turbo Reload to the programs that you save to tape - no user knowledge required.

FAST FORMAT
- Format an entire disk in about 10 seconds - no more messing about.

PRINTER DUMP - Print out your frozen screen to printer - MPS 801, 803, Epson, Star, etc. - very versatile.

CENTRONICS INTERFACE
- For parallel printers, Star, Epson, etc. Print out listings with graphic characters etc. (Cable required for parallel port £12.99)

SCREEN EDITOR
- Now you can edit the entire frozen screen with this text edit or - change names on high scores, etc. Great fun!!

£24.99
WHILE STOCKS LAST

THE REVIEWERS SAID...

"I'm stunned, amazed and totally impressed. This is easily the best value for money cartridge. THE CARTRIDGE KING!"
COMMODORE DISK USER

NOW A TOTAL MOUSE/GRAPHICS PACKAGE FOR YOUR COMMODORE 64/128 AT A TRULY UNBEATABLE PRICE!!

- This commodore Mouse is a high resolution two button mouse featuring optical counting, teflon guides, microswitches, rubber coated ball and high quality interface
- When combined with OCP Advanced Art Studio this graphics package is quite simply the best system available. The features are unmatched...
- Create an image - shrink it, expand it, move it, rotate it, copy it, colour it, etc., etc,
- Spray patterns or shades, make elastic lines - stretch and manipulate shapes.
- Zoom in to add detail in fine mode.
- Pulldown/Icon driven menus for ease of use
- Mouse operation, plus joystick and keyboard control.
- 16 pens, 8 sprays, 16 brushes - so flexible anyone can create superb graphics easily.
- Full cut and paste facilities plus excellent printer support.

TOTAL PACKAGE INCLUDES MOUSE/ MOUSE MAT/HOLDER AND OCP ADVANCED ART STUDIO
PLEASE STATE IF YOU REQUIRE TAPE OR DISK

DATEL Electronics LIMITED
ADVANCED ART STUDIO
OCP

NOW ONLY £24.99

COMMODORE MOUSE SYSTEM

COMPLETE WITH

FREE!

MOUSE MAT AND MOUSE HOLDER
(WORTH £12.99) WITH EACH PACKAGE

01782 744707
24hr Mail Order Hotline

DATEL MIDI 64 INTERFACE PLUS ADVANCED MUSIC SYSTEM

2 FREE
MIDI CABLES

- The Advanced Music System may be the best MIDI/music package produced for the 64/128 offering a huge range of musical composition features & MIDI compatibility, with the Datel MIDI Interface you have the TOTAL MIDI SOLUTION!

AVAILABLE ON DISK ONLY

NOW ONLY£29.99

DATA RECORDER

- Quality Commodore compatible Data Recorder.
- Pause control. Three digit position counter.
- Counter reset.
- Comes complete.

CARTRIDGE EXPANDER

- 3 additional cartridge slots provided.
- Wear and tear on the original connector reduced.
- Switch provided for selecting between game cartridges rather than constant unplugging.
- Reset button built-in.

£16.99

LC 100 COLOUR PRINTER PACKAGE

PRINT OUT YOUR
PICTURES IN FULL
COLOUR!

PACKAGE INCLUDES
STAR LC100 COLOUR PRINTER
CENTRONICS PRINTER LEAD
COLOUR PRINTER DRIVER

- The Star LC100 Colour Printer not only prints in Near Letter Quality for your regular jobs but also prints out your pictures from Art Studio, Action Replay, etc., in fantastic colour
- LC100 is a full Centronics printer so it works with other computers (Amiga, ST, PC etc.)
- Made possible by Datel's unique colour printer driver - now you can have a hardcopy in up to 16 colours!!

COMPLETE PACKAGE
NOW ONLY £199.00

DEALER
ORDERS
WELCOME

CALL
01782 744707
and we will ship your
order same day*

EXPORT ORDERS
WELCOME

- *Please add £2.00 per order.**
- *For next day delivery add £5.00*
- *For export orders we will quote shipping at cost via UPS.*

01782 744707
24hr Mail Order Hotline
FAX 01782 744292

* stock items
* except where
inclusive

FREE CATALOGUE

FREE FULL
COLOUR
CATALOGUE
WITH EVERY
ORDER.

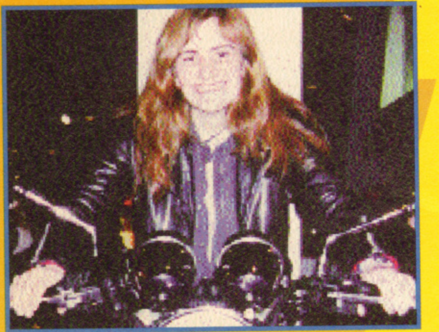
Send large SAE with
stamp if required.

ABSOLUTELY

Well not quite, but almost. Clur tells you why you should wish you had a part in the making of the best 64 mag in the Universe ever.

Life's a funny old thing – one moment you're wandering around the Amiga Format offices being general dogs body, pampering Marcus Dyson's every whim, and the next you're whisked off to a land of milk and honey by some strange Bristol bloke who's trying desperately to hang onto his youth and what's left of his hair.

When Trent first mentioned to me that James' place on the mag would soon be free and that my name was near the top of the list for replacing him, I must admit I was a little nervous. Sure, I knew the 64 (I met many a fellah over the phone lines with my trusted Commodore in my youth) but that was a long time ago. And could I really cope with the mess that the Leach bloke left in his haste to get pally with those Nintendo kids? My mind was finally made up to run away when they offered me two more peanuts a week and Sundays off to write for CF – how could I possibly have refused?



Clur's really fond if this picture, you know. As payment for this article, we give it back to her.

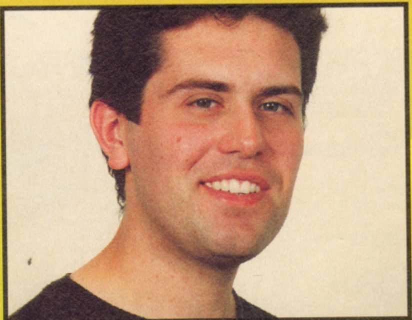
It turns out that getting that job was the best thing that has ever happened to me, but not because of the dosh, not because of the perks (come on – playing C64 games for a living – what a piece of heaven), and not even because of the groovy posturpedic chair they gave me. The job was great because of the people on the CF team.

That damned team

The people I had to work with during my short stint on CF are still amongst my best friends even now, over a year and a half since I left. In fact, we were so close that some of us even lived together: Dave and I were flat mates for a while, then Simon moved into the spare room and disrupted our happy little lives. That man has some really terrifying personal habits you know.

Dave was a pretty harmless flat mate except, that is, after a night on the old Bath water. Don't get me wrong – he never hurt anyone else, just injured himself. Many an evening he would come in at half past eleven and wake Simon and I from our dreams, crashing into all the furniture and having loud, deep and meaningful conversations with Marylin our pet hamster (and undeclared CF mascot). The grossest thing he did, however, involved getting me to wander around the house at four o'clock in the morning searching for the source of a most obnoxious stench.

At first I thought Marylin had messed up her cage again but after following my nose down into the West wing, I finally solved the mystery. On opening the airing cupboard I found, on top of all my clean linen, a pile of Dave's sodden stinking clothes. I immediately chucked them in a bath full of tepid water and left them to soak while I dosed off into dreams about people being kidnapped by slimy, smelly aliens. When tortured the next morning Dave finally admitted to having tried to ride home on his push bike along the canal tow path, but missing and riding along the canal itself instead! Such are the pressures of deadlines – by the time he got out of the office on one of those late-night panic sessions, he wouldn't have noticed if ET was in his basket (or another rusty bike).



Apologies to our mate Dave for bringing up the canal thing. No, really.

This man is responsible. It's all his fault. His brain was poisoned with plastic residue.

Domesticities aside, one of the first things I noticed having secured my place on the team was the mysterious Bic mangling syndrome that seemed to have infected the office. We'd start off the week with handfuls of biros appropriated from the stationary cupboard but by Thursday afternoon the tops of every single pen would have mutated into an unrecognisable, viciously spiky forms. After many months of suspecting the same fiend that nicks one of your socks every time you visit the launderette, we finally discovered the true felon... Trenton "plastic diet" Webb. With the perpetrator known, Dave and I hatched an evil plot to teach the little git a lesson. The plan commenced with a trip down to the local chemist...

wibbly wobbly (going back in time) wibbly wobbly

It took Dave three attempts to purchase what we needed. He'd bought two pots of black hair dye (what – you thought it was natural?), three dozen asprins and a tube of Preparation H before he came back with the necessaries. We waited patiently for reader call day (Trent always seemed to have places to visit on that day), and tore open our purchase – a bottle of a popular nail biting cure. We went round not just our office but every other office on the top floor of 30 Monmouth Street and painted every single pen top with the foul tasting concoction then just sat back and waited.

The hassle proved to be well worth it. The next morning neither Dave or I could take our eyes off Trent, and though any normal man would have guessed something was up, he just didn't figure it out. At about 10.30am it happened – Trent put a pen to his mouth and immediately took it back out again, with a look of utter disgust on his face. The worst thing was, after sampling the other pens on

his desk, he
one of my p
couldn't hol
fit of giggles
less-than-h
with the res
water daily.

Apparentl
her for Mi

I can't
mind I hav
me back o
tures of my
bang – he'

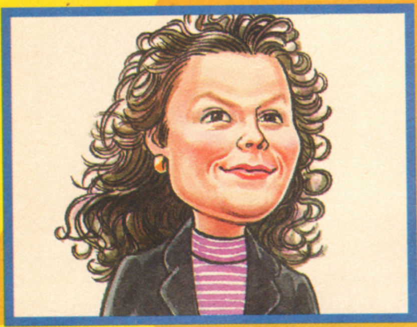
Gurt

Little Lisa
I have eve
bred in Bri
complete
bubbly blo
realise tha
most man
universe.
things (he

Turn to
years of

FABULOUS?

his desk, he got right up out of his chair and took one of my pens (also painted in the foul gunk). I couldn't hold it in any longer, and cracked up in a fit of giggles, instantly revealing the culprit to our less-than-happy editor. And that's how I got landed with the responsibility of changing the Brain's water daily.

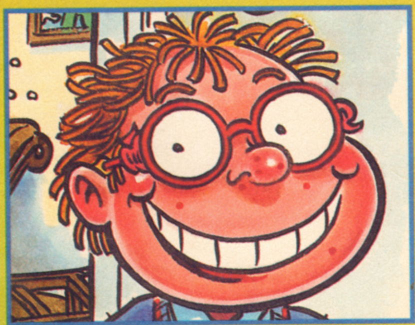


Apparently, emporing the CF readers to vote her for Miss Brizzol is against the rules.

I can't speak for Dave but in the back of my mind I have this sneaking suspicion that Trent'll get me back one day. I'll be sitting knitting with pictures of my great grand children all around me and bang – he'll get revenge.

Gurt lush

Little Lisa K has to be one of the cutest little things I have ever come across in my entire life. Born and bred in Bristol she gives out this aura of being a complete bimbo and at first all you can see is the bubbly blondeness. Then you get to know her and realise that she has the capability to be one of the most manipulative and successful women in the universe. Yep sure she's done some strange things (her boyfriend John being one of the strangest) but I have this feeling that they're all part of her great master plan to take over the world via the male race.



Turn to page 19 to find out why the 1990's are years of depression, inflation and strife.

Lisa always managed to attract the serious wierdos – while she was sharing her skills between CF and Amiga Power, an AP reader developed quite a scary fascination with her, showering her flowers, pictures, love letters and gifts just because he'd seen her picture in a magazine. Mind you, you can't really blame him – she really should have won that Miss Bristol beauty contest, especially after everyone in Future phoned to register their vote for her (twice each). Having said that, I was glad that no CF readers were as sad as Power's lot – Lisa wasn't any good at *Uridium,* for a start.

Gah

Of course the most memorable character on the mag was Roger, the most long standing member of any magazine team, probably the most poorly paid, and the bane of my life. It always amused me that his mother thought that his stories were based purely in the realm of fiction – she could never believe that her "little baba" could do such irresponsible things. The last time I saw him was earlier this year when we all went down to London to see Bristol Rovers in the play-offs for a place in the first division (little Worrel Stirling played like a god – they really should have won). Roger didn't have to pay for his ticket like the rest of us though, as the little sod had been offered a pair of front row seats at Wembley on the condition that he promised never to come to Twerton Park (Rover's home ground) ever again – the groundsman never fully recovered from his nervous break down.

All fields 'round 'ere

We were a great team, we are a great social team, with collectively very few brain cells (most of them killed through the consumption of too much Bath water), but the grey matter we had worked well together. We had the good looks and the common sense to see through all the pretty pictures and spiffy samples of the SNES's of this world to still feel an affinity with one of the classic home computers of all time. Proof, if proof were needed, that the C64 is the best machine of it's kind is Escom's plan to re-release the C64 in the Middle East as a low end home computer. Let's face it, the C64 is the machine of champions. In fact, TMB assures me that God himself uses one. Hold onto yours – it'll be worth something one day.

The things I never got to do

When you get a job on Commodore Format, you get to take part in a lot of really great things. There are a lot of things you never, ever get to do, however. They're normally the things that are reserved for the people in charge. I never, for instance, got to leave the office at all on reader call day, instead having to sit there, legs tightly crossed, stomach rumbling, God forbidding Trent or Hutch should ever have to answer the phone. I never got to decide who reviewed what, either – everybody else always got the good games for themselves, leaving me to trudge through some dire film licence platform game.

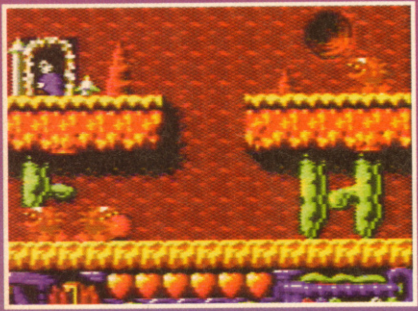
Come to think of it, I never got to play *Cool World* after I reviewed it, either. I never drank anything made by Trenton (editors don't make the tea), and I never found out why the Mighty Brain was so cruel to everyone . On a weirder note, this is the first time I ever got to write something that didn't have to have a definite point – it's been fun rambling, telling you all just why it's so much fun working for a mag like CF. It's only a pity more people don't get the chance.

STAGE
1
ひとりで
ぷよぷよ

When we slagged the SNES, remember we make an exception for *Puyo Puyo*.

THE TOP TEN C64 GAMES OF ALL TIME

It's official. The C64 has seen over 2,000 games, and we could only find ten to tell you about. They're ten of the best, though.



Gomez walks into a room of wandering baddies, big drops and a mysterious hole.

The Addams Family

CF34 • 93%

Strangely, despite the film's massive impact and huge following, the game of the film of the series of the comic strip wasn't all that well known. It was, however, utterly brilliant – as Gomez, you had to navigate the Addams Family home, setting free your family who've been cruelly imprisoned by some villain or other.

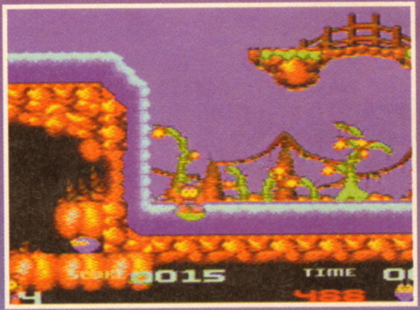
As with all the top C64 games, *TAF* is a platformer, the shape and size of which we haven't seen since *Jet Set Willy*, that classic game with stairs, moving platforms, lifts, and a fair variety of wandering bad guys, all of which have a habit of killing you instantly.

Creatures

CF26 • 94%

The Apex boys, also responsible for *Mayhem in Monsterland*, created *Creatures* and its sequel, surprisingly named *Creatures 2*. Sticking with the small animal theme that's marked most of their games, *Creatures* is a weird combination of a puzzle game and a platformer starring Clyde, our fluffy superstar.

What made *Creatures* so much fun was the blend of cute game characters and insane, squidgy violence. Gore fans will be disappointed, but there're enough death scenes to cast a slightly new light on the cutesy generation.



Iiiit's that Creatures 2 picture again. It's actually a completely different picture, we just like hanging around on that level.

Heroquest

CF30 • 94%

Platform games aside, there are a lot of more thought provoking high scorers around. *Heroquest* went for a blend of action and strategy, using a turn-based system more akin to RPG systems than computer games. The idea was simple enough – move your players around an isometric world, finding the goodies, fighting the baddies, and eventually impaling each other in brutally hideous ways until either the game ends, or they run out of turns.

You may have guessed that *Heroquest* isn't for everyone. If you're into guns, guts and massive explosions, *Quest* will be the best way to get to sleep at nights. If, however, the idea of rolling a D20 across a smooth green baize table gets you all hot and bothered, you'll be playing Heroquest into the early hours.

Mayhem in Monsterland

CF38 • 100%

We followed the game's production from the early, sketchy stages right through to the finished thing, which we loved so much we gave it 100%. The Apex boys were previously responsible for *Creatures* and *Creatures 2*, but never before had the kind of console influences that makes SNES platformers so great made its way to the C64.

The game follows the life of *Mayhem*, a young dinosaur with a mission to save the world by spreading happy dust and magic stars through each of the levels, turning sad lands into happy ones. Everyone who's even heard of the C64 has to have played *Mayhem*. If they haven't, now's their chance.

Myth

CF21 • 84%

Well, I don't care what anyone says. I think it's wonderful. It didn't exactly get a bad score, but I could never help getting the feeling that it wasn't appreciated for what it actually is. When people gasped over the superior animation and drawing techniques of games like *Prince of Persia*, they hadn't realised that *Myth* had done it first.

W
If you'v
perhaps
already
friendlie
for grap
word pr
the Pow
puters e
program
grammi
You h
and sell
But if
we'll he
MACF
Every is
spreads
graphics
Every f
how-to'
affordab
CD-RO
like clip
Plus,
people
Look
or, next
the Net,
http://
compu
and dro
M
£4

WHAT NEXT?

Sales in Millions by Geography

If you've been thinking of upgrading to a new computer, perhaps you've already decided on a Mac. Perhaps you've already got one, and you know that it's not only the friendliest computer to use, but it's also the ideal machine for graphics, multimedia and desktop publishing as well as word processing and games. Perhaps you've discovered that the Power Macintosh range are the fastest desktop computers ever. Perhaps you've even tried your hand at a bit of programming with the Mac's own easy-to-use 'programming system', *HyperCard*.

You haven't? Well, don't worry, we're not going to try and sell you one.

But if you've got a Macintosh (or you're getting one), we'll help you get more out of it.

MACFORMAT is Britain's best-selling Macintosh magazine. Every issue we cover the whole range of Mac uses, from spreadsheets, databases and education to multimedia, graphics and DTP, and on to comms, music and games. Every four weeks we bring you the latest news, practical how-to's, and authoritative reviews of interesting and affordable new products. We even have a cover disk or CD-ROM, jam-packed with demos, shareware and extras like clip art and fonts.

Plus, we come to you from Future Publishing, the same people who brought you this fine magazine.

Look for MACFORMAT at your newsagent, or, next time you happen to be surfing the Net, point your Web browser at **http://www.futurenet.co.uk/computing/macformat.html** and drop in on our home page.

FREE 100 PAGE TROUBLE-SHOOTING BOOK

MACFORMAT

MACFORMAT 29 IS ON SALE FROM THURSDAY 31 AUGUST
£4.99 WITH CD-ROM OR £3.99 WITH HIGH-DENSITY FLOPPY DISK

WIZZBUGS PD

BRINGING THE SCENE INTO YOUR HOME!

DEMOS – MAGS – GAMES – TOOLS
WE STOCK THE LOT!

For your FREE catalogue disk please send a large SAE to:-

WIZZBUGS PD
PO BOX 4029
WORTHING
WEST SUSSEX
BN11 1TG ENGLAND

Overseas orders welcome

DTBS

Please note our change of address and tel. no.
7 Castle Lane Close, Castle Lane, Todmorden OL14 8AF

DTBS has been supporting the Commodore 64 since 1983. We will continue to support the Commodore 64 as long as demand exists and products remain available. A new list will be available soon, and will be supplied to all users on our mailing list.

Since this is the last issue of Commodore Format, we will not in future have any easy way of contacting those not on our mailing list, so please write to us now if you wish to be kept informed of product availability. It would help us to supply you with the most relevant information, if you tell us your main interests – games, GEOS, programming etc. and whether you have a disk drive.

We also support the C128, C16, Plus/4 and Vic-20 and stock a large range of books and videos for the Amiga and PC. All those who have bought from us or sent for catalogues within the past 3 years will already be on our mailing list.

Just a few items from the hundreds in stock

Simon's BASIC Cartridge	£14.95
Mini Office (tape)	£2.95
Zork I, II, III (disk)	each £4.95
Gridrunner (tape)	£1.95
Gorf (cartridge)	£4.95
GEOPublish (disk)	£34.95
C64 Programmer's Reference	£12.95
Slimline replacement cases	£4.95
Assembler Tutor (tape or disk)	£9.95
Datalux motherboard	£12.95
Jumpin' Jack (3D Frogger) (tape)	£1.95
Jack Attack (cartridge)	£4.95
Daley Thompson's Decathlon (tape)	£2.95
Touch Type 64 (tape)	£4.95

Access

Please add £1 per order UK, £1 per item Europe & overseas – surface mail.
Cheques payable to DTBS. Tel/Fax 01706 812800 (Mon-Fri) (answerphone when office is closed)

VISA

COMMODORE SUPPLIES

★★★★★★★★★★★★★★★★★★★★★★★★★★★★★★★★★

C64/C128 COMPATIBLE DATA RECORDER

Commodore C64/C128 compatible Data Recorders with tape counter, fast forward, rewind, stop/eject, play and record facilities. Supplied complete with lead and ready to plug straight into your computer

£19.99 inc P&P

★★★★★★★★★★★★★★★★★★★★★★★★★★★★★★★★★

C64/C128 PRINTER INTERFACE

The C64/C128 printer interface is designed so that you can connect almost any parallel/centronics (IBM compatible) printer to your C64/C128 computer. Complete interface with lead and full instructions:- **£29.99 inc P&P**

★★★★★★★★★★★★★★★★★★★★★★★★★★★★★★★★★

COMMODORE SUPPLIES

Commodore 64 power supplies	£22.99
Commodore 64/128 compatible cassette recorders	£19.99
Commodore cassette head demagnetizers	£9.99
Replacement cassette recorder plug and lead	£5.99
Commodore 64 user manuals	£4.99
Commodore R.F. Leads (computer to TV)	£3.99
Commodore 64c modulators	£9.99
Commodore printer/disk drive lead (6 pin din)	£5.99
Commodore colour monitor leads (din /3 phono)	£6.99
Commodore C64/C128 parallel printer interface	£29.99
5¼ inch ExSoftware Disks (Packs of 20)	£6.00

PRICES INCLUDE POSTAGE, PACKING ETC.

If you would like to be put on our regular mailing list for special offers etc, please write and advise us stating which computer model you have.
We also deal with Spectrum, Amstrad, Atari, Amiga and PC Computers.

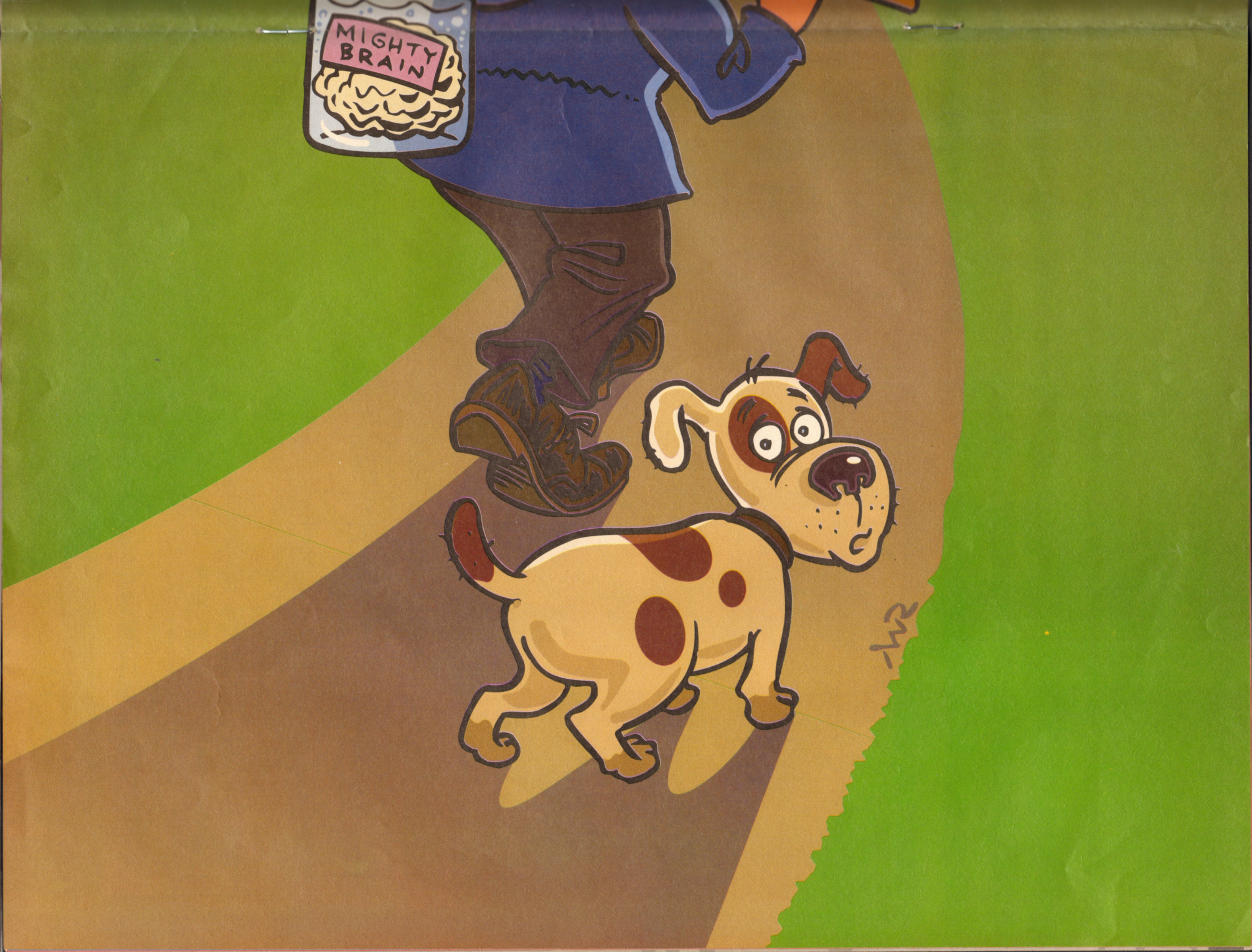
ALL ORDERS SENT BY RETURN: CHEQUES/VISA /ACCESS/PO's

Access

TRADING POST
VICTORIA ROAD, SHIFNAL,
SHROPSHIRE TF11 8AF TELEPHONE /FAX (01952) 462135

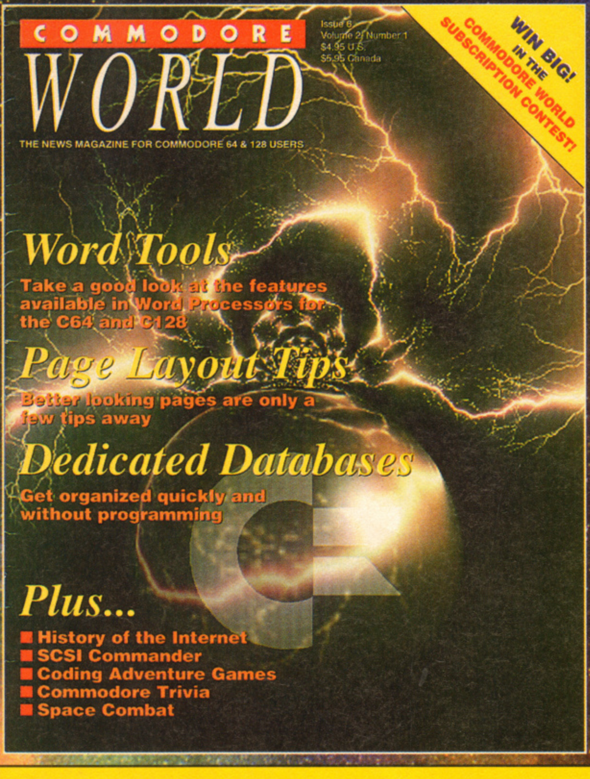
VISA

COMMODORE
FORMAT
MIGHTY BRAIN


MIGHTY BRAIN

Having a hard time finding support for your Commodore?
Thinking of upgrading to a new machine?

STOP!



COMMODORE
WORLD
Issue 6
Volume 2 Number 1
$4.95 U.S.
$5.95 Canada

WIN BIG! IN THE COMMODORE WORLD SUBSCRIPTION CONTEST!

THE NEWS MAGAZINE FOR COMMODORE 64 & 128 USERS

Word Tools
Take a good look at the features available in Word Processors for the C64 and C128

Page Layout Tips
Better looking pages are only a few tips away

Dedicated Databases
Get organized quickly and without programming

Plus...
- History of the Internet
- SCSI Commander
- Coding Adventure Games
- Commodore Trivia
- Space Combat

STAY IN TOUCH WITH
COMMODORE
WORLD

If you have enjoyed our previous GEOS and hardware features in Commodore Format then this is the magazine for you.

56 pages of up to date information on Commodore 64/128 computing from around the world; regular columns and feature articles that give you insight into getting the most from your hardware and software; GEOS tips and tutorials; telecommunications and BBS news; user-group information; programming tips and tutorials; reviews of hardware and software products; information on all CMD and EBES products; advertisements from current suppliers and much, much more.

And as if that isn't enough – you also get a double-sided cover disk packed full of useful programs and utilities, plus previews of current and forthcoming software releases.

In fact, Commodore World is so packed with useful and interesting information that you won't want to miss a single issue, and with only a few issues of Commodore Format left to go, can you really afford to be without a magazine? We think not, so send for your subscription today and lead your Commodore 64/128 into a whole new dimension.

Begin my Commodore World subscription (8 issues) from the next available issue!

Are you an existing EBES customer: **YES [ ]** **NO [ ]**
If YES then please quote your Reference Number:

Name:______________________ **Address:**______________________

____

____

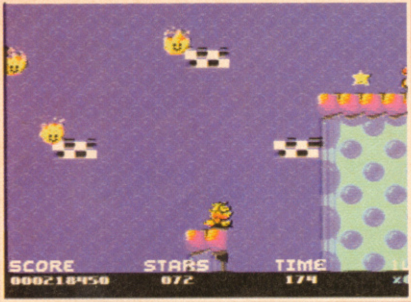
Postcode ______________ **Tel:** ______________________

1 Year Subscription: **[ ] UK £35·00** **[ ] Europe £40·00** **[ ] REST £46·00**

Make Cheques and Postal Orders payable to: **Electric Boys Entertainment Software, 917B Brighton Road, Purley, Surrey CR8 2BP England.**

Tel/Fax: 0181 668 7595 UK +44 181 668 7595 International

Commodore World comes to you direct from EBES, not CMD in the United States – any enquiries regarding the magazine should be made to us at the above address.



And there he is, the monster himself, Mayhem. He doesn't mend sinks though, unfortunately.

The object of *Myth* was to collect four crystals from four increasingly creepy levels, fighting dragons, demons, walking skeletons and all manner of mechanical traps. It wasn't all that spectacular, colourful or frantic in the least, in fact you only get your hands on a gun for short periods of time. It was *Flashback* before its time, though, and obviously deserves credit.

Nobby the Aardvark

CF31 • 96%

While we're on the subject of individual tastes, *Nobby the Aardvark* was one of Clur Hodgson's favourite games, partly because of its diversity. Thalamus have a history of good releases, and *Nobby* incorporated styles from a lot of completely different games, adding to their repertoire still further. Add to this a set of great graphics and some good sound effects, and you've got a wonderful game, on foot across islands, through towns, and even screaming through deserted mines in a cart.

Rainbow Islands

CF19 • 92

Now this one's Dave's favourite. In classic skiving tradition, we asked him to do our job for us, and tell us why it's so special…

"It was the first really cutesy platform game, and you got to go straight up instead of all around some boring map. It also had lots of nice graphics, and huge splashes of colour. And fruit, which is always important. Okay, so I liked it because it reminded me of food. And rainbows. And islands."

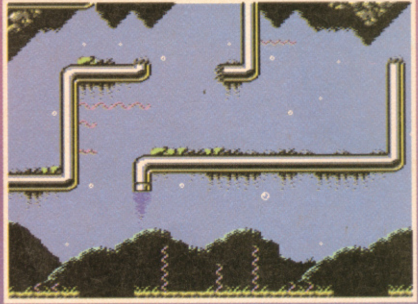
Err, thanks.

Rick Dangerous 2

CF31 • 94

Well what do you know – it's another platform game. *The Rick Dangerous* series were the first games to really explore the possibilities of a sprite, though, as instead of running around and jumping with some boring, rigid bloke, you get a bod that can run, jump, crawl, duck, climb, flail, kick, shoot, lay mines, roll grenades, and work switches, just for starters.

Rick 2, in case you were wondering, beat the original hands down for plot, as our superhero pits his wits against invading aliens, a battle that takes him from Hyde Park, through the ice-world of Freezia, the jungles of the Amazon, the squelchier parts of atomic mud mines, and finally on a hair-brained chase through the bad guys' HQ. Rick is surely a hero we should all look up to.



The 1989 game character strike had vast, far-reaching effects on the computer community.

Smash TV

CF29 • 95%

"Total carnage – I love it!" shouts the presenter of *Smash TV*, one of the most straightforward yet addictive TV programmes known to man.

The game's set in a series of square arenas, with a door on each wall. You begin each room in the centre, while huge amounts of bad guys pile through the doors with one aim in mind – killing you. All you've got is a simple gun, that can fortunately be upgraded, adding bombs, three-ways, missiles, grenades, and lots more.Kill things.

001001140
5

You'll find that you don't want to progress in Smash TV – just stay where you are and kill.

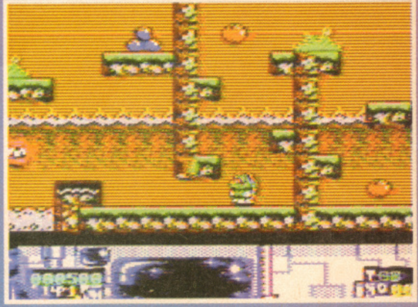
Stunt Car Racer

CF15 • 92%

And why is *Stunt Car Racer* here? Trent?

"Well basically, sir (or ma'am), you haven't lived until you've played *Stunt Car* on two-player link mode. If you haven't jumped clean over someone to make the finish line n the nick of time, you've got a lot of gaming to do. And the graphics – aah – they're just splendid. How Geoff Crammond got it running so smoothly on the C64 is beyond me."

He seems convinced.



Turbo the Tortoise only just missed the list, despite bring brilliant and everything.

The bottom 10 games of all time

Game	Softie	%	Issue	Summary
Dr Who Dalek Attack	Admiral	28	29	Dr Who with a gun. Dreadful.
Mercs	Kixx	28	35	Appaling Commando rip, which is just no fun.
Panic Dizzy	Codemasters	13	13	Rubbish puzzle game + Gimmick = 13%
Midnight Residence	AFS	22	31	Badly written, poorly circulated, noisy rubbish.
Sky High Stuntman	Codemasters	38	14	Pro Stuntman Simulator. Think about it.
Skate Wars	Hit Squad	37	22	The same problem, really.
Soccer Rivals	Cult	31	15	Top Stockport County action.
Vendetta	Kixx	33	20	Dreadful isometric adventure (maze).
World Cricket	Zeppelin	20	24	Does anyone really like computer cricket?
4 Most Alternative Super Sports	Alternative	4	31	I think I'm going to be sick.

So you think you're a C64 expert?

We know your type – you're the most dedicated C64 supporter since the dawn of man, and you'll fight anyone who says otherwise. Well if you're so clever, you should honestly be able to put a tick by each of the sixty four things you must have done with your C64.

0015
TIME
488

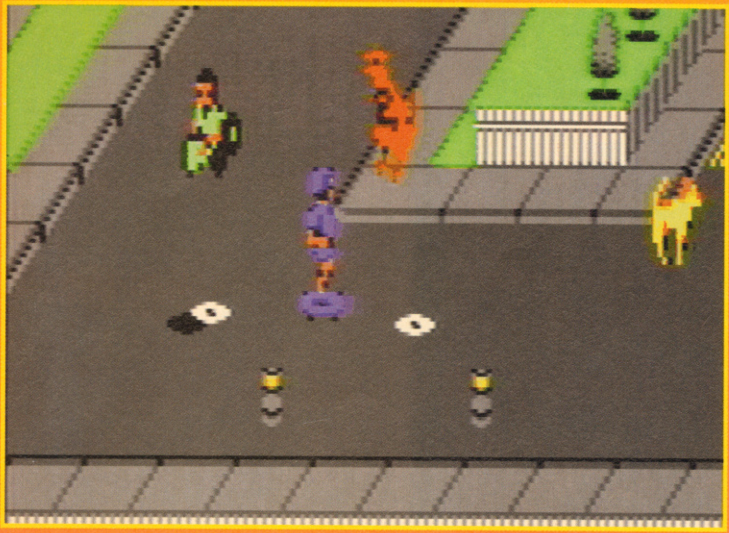
You haven't played *Creatures 2*? Contact Thalamus immediately and get a copy.

☐ Taken your C64 to pieces.
☐ Written a letter to The Mighty Brain.
☐ Discovered those odd rubber cups under the keys.
☐ Found an Action Replay poke.
☐ Lost one of those odd rubber cups from under the keys.
☐ Cleaned an edge connector.
☐ Lost one of the screws.
☐ Warmed your feet on the power supply.
☐ Completed *Creatures*.
☐ And *Creatures 2*.
☐ Broken a joystick.
☐ Bought a back issue.
☐ Placed a small ad in Buyarama.
☐ Re-aligned your tape azimuth.
☐ Despite the numerous warnings, tried to hold CF responsible when it went horribly wrong.
☐ Disagreed with a game review.
☐ Bought a fanzine.
☐ Returned a faulty Powerpack to Ablex.
☐ Jumped over someone in *Stunt Car Racer*.
☐ Looked up from a game to realise it's now 4am.
☐ Written a BASIC program.
☐ Bounced Lee on a phone line in *Sleepwalker*.
☐ Played *Lemmings* on the 'mayhem' level.
☐ Found a bug in a game.
☐ Managed a triple-axial in the *Winter Games* ice-skating section.
☐ Designed your own *Scalextric* track.
☐ Played a flight sim.
☐ Dived a plane from 10,000 feet into a small country church.

***Lemmings* – it's cute, it's cuddly, and if you play it on the 'mayhem' level, you get to watch them all die horribly.**

Egads! Oh – sorry, Ollie. Actually, that's not Ollie. It's just a particularly loyal reader.

☐ Tried to wear your hair like Ollie's.
☐ Realised Quickshot joysticks are crap.
☐ Tried to reset your C64 by running a paper clip across the expansion port.
☐ Loaded *Sanxxion* just to listen to the utterly excellent loading music.
☐ Ended up with a C64 with no metal strips left across the expansion port.
☐ Created the loading screens for at least seven game masterpieces.
☐ Bought a completely crap game.
☐ Wish you read more game reviews to save you from buying tat.
☐ Played *Daley Thompson's Decathlon* using the keyboard instead of joystick.
☐ Learned that the letter 'A' is 65 in ASCII.
☐ Turned the letter 'A' into a stick man.

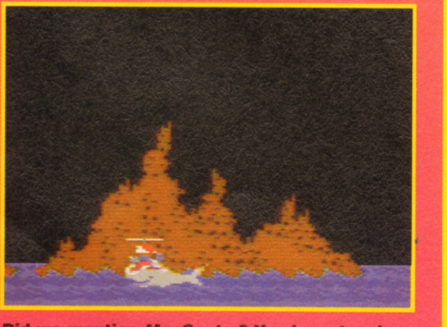


***Neighbours.* A glimpse into the truly dreadful world of the Australian soap opera, brought to your C64 courtesy of people who are love sick, dead, pregnant, broke, in debt, neurotic, born, alcoholic, married, ill, divorced, getting low grades, or just generally hanging around with a bad sort. And all on one street.**

☐ Pirated a game.
☐ Learned that piracy is wrong, naughty and sends you blind.
☐ Realised that The Mighty Brain is actually real.
☐ Run a magnet across your screen.
☐ Been kicked in on *IK+*.
☐ Ordered PD.

The Mighty Brain. That's it – what more can be said? It's just a brain. Who answers letters.

☐ Ripped the cover of your CF while removing the cover tape.
☐ Tried the Supportware scheme.
☐ Spilt coffee all over your keyboard.
☐ Received a completely smashed cassette through the post.



Did we mention *ManCopter*? You have to win every race if you're a real expert.

☐ Torn a 5.25" disk clean in two.
☐ Put a C64 software tape into your Walkman without noticing.
☐ Actually managed to pick out a tune.
☐ Run out of printer ink on a Sunday morning.
☐ Ordered something from Electric Boys.
☐ Played *Midnight Residence*.
☐ Spotted a C64 in some bad soap opera in telly.
☐ Drawn a dreadful picture on *AMX Art*.
☐ Seen a Roger Frames spoken word gig.
☐ Thrown your C64 across the room in frustration.
☐ Had a disk stuck in your disk drive.
☐ Tried to remove a disk with a pair of tweezers.
☐ Fried your C64's innards by using it in a thunderstorm, shorting out the entire town.
☐ Had a pair of tweezers irreversibly stuck in your disk drive.
☐ Realised Commodore Format's bloody great.

HOW DID YOU DO?

0-16 You're not much of a C64 expert at all, are you? This is probably the only copy of CF you own. Get out of here, you weasel – you make me sick.

17-32 That's a little better. You know what a C64 is, but if someone stopped you in the street and asked you what TMB's homeworld was, you wouldn't have a clue. It's that world of half-knowledge that can be really dangerous – start revising.

33-48 We're heading towards the dizzy heights of expertise now, y'know. You still haven't played *Creatures* though, have you? You're the person who we might even consider speaking to on the phone. Providing you don't want technical help.

49-63 This is more like it. In a sad sort of way. You're the kind of person who's got a waterproof C64 for the bathtub, and an SX64 for the dinner table. We weep for you.

64 Oi – brain. What are you doing filling in this questionnaire? You haven't finished all your work yet. Get to it!

COMMODORE
FORMAT

At the end of the day, you just have to conclude that CF's flippin' brill. That's all there is to it.

The ten pieces of hardware you must have owned

1 A C64 (fairly obvious one, that)
2 A Quickshot (though no-one knows why)
3 An Action Replay (for 'modifying' those tougher games)
4 A disk drive (a big old heavy one)
6 An original Commodore printer
6 A decent printer
7 A monitor (for clearer vision)
8 A tape deck (we were all born to suffer)
9 A CF binder (and why not?)
10 A hideous plastic tape-tidy rack ('cos they're sad)

ROGUES' GALLERY

CF's burned out a lot of creative minds over the past five years. We hunted down the teams of the present and past, and extracted the following confessions under duress.

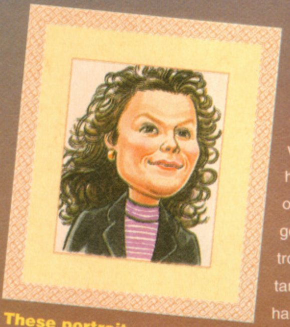
Steve Jarratt (1st editor)
I'd just like to say that I'm very proud of Commodore Format. We overtook Zzap! 64 after just a few issues, and the mag has lasted longer than anyone ever dreamed it would. These days, I'm the launch editor of the official Playstation magazine, so I think Roger should buy himself a Playstation.

And we promised him we wouldn't use the photo.

Trenton Webb (3rd editor)
My worst moment on the mag was finding the 'F' word on one of the Power Packs (but I'm not telling you which one!). Personally, I think Roger should lighten up, get a girl and get a life *(if you want to find him, Roger, he's now the design manager of top software house Binary Asylum – ed)*. I'd just like to tell everyone to ride motorbikes, support Bristol Rovers and vote for me in the next Papal election.

Dave Golder (5th editor)
My favourite moment on the mag was interviewing Sylvester McCoy, who slagged off that dreadful *Dr Who* game from Alternative. I'm now working on SFX, where I've finally got an excuse to write about *Dr Who* and get paid for it. Most of all, I'd like to thank Mike Roberts *(our long-suffering artist, who suffered many a portrait session with many different members of the CF team – ed)* for my caricature, which looked much better than the real thing.

Karen Levell (6th editor)
These days, I'm editing that fine mag, ST Format (buy an ST), but I still remember my worst moment on CF as when the company lobotomized me in an attempt to create more super-intelligent, pan-dimensional beings. They failed, but they didn't give me my brain back. Most of all, I'd just like to say 'aqueducts', 'cos it's a word I've never managed to get printed before.



These portraits were also by Mike Roberts.

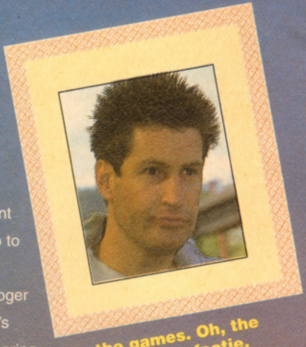
James Leach (ooh, things)
I worked on CF for exactly one year, starting at the same time as Trenton. These days, I'm cataloguing all of the villages which nobody realised were at the bottom of reservoirs until the recent dry spell. And hoping there are no dead bodies in them. My worst moment on the mag was waking up in hospital after accidentally switching off the C64 during a *Steg the Slug* session.

Clur Hodgson (staff writer)
These days I'm involved in concrete and shoes, near the Bristol Channel. My worst moment on the mag was when a softie who shall remain nameless requested that a fella reviewed their footie game instead of a soft girlie who's probably never kicked a ball in her life. The poor lad still walks with a limp today. While we're on the subject, I think Roger should be taught respect.

Clur, shortly after injuring some sexist softie.

Lam Tang (2nd art ed)
The best moment on the mag was leaving, because even though I loved it, I wouldn't have to spend all those late nights slaving over the pages, getting them to look right. These days, I'm working on Steve's new Playstation mag.

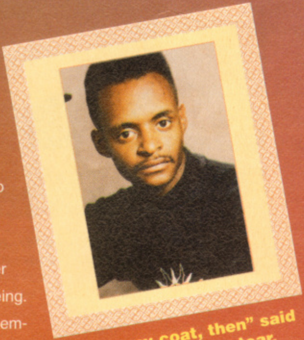
Ollie Alderton (3rd art ed)
My best moment on CF was when I got to organise a Bristol City footie compo, which meant an excuse for a trip to Ashton Gate (their grounds). I think Roger should join his dad's rock'n'roll band, wearing a Bristol Rovers-coloured drape jacket. I'd just like to say goodbye and a fond farewell to one of the best 8-bit mags ever.



Oh, the games. Oh, the pages. Oh, the footie.

Lisa Kellett (assistant art ed)
I'd just like to say what a great team we were – there was Ollie who wafted a bolt of fresh air through the office when he came in from cycling to work and peeled fresh oranges, Dave who just loved tuna sandwiches, and was constantly thinking about food. He wouldn't always say so, but you could see his lips twitching and a think-bubble appear over his head when he was thinking about going around Sainsbury's with his shopping trolley. Then there was Clur who called me a tart one day for wearing make-up, and the hairy beast who I went to when I had troubles and his advice seemed to bring more troubles.

Kev Hibbert (last art ed)
The best and worst moments on the mag for me were provided by Rebecca Lack, who had a filthy mind (best), but some of the worst jokes ever told by a human being. These days, I'm unemployed, but then so's everyone else (including Roger, who I think was mad for supporting Rovers). In the end, I'd just like to say "I'll get my coat, then".

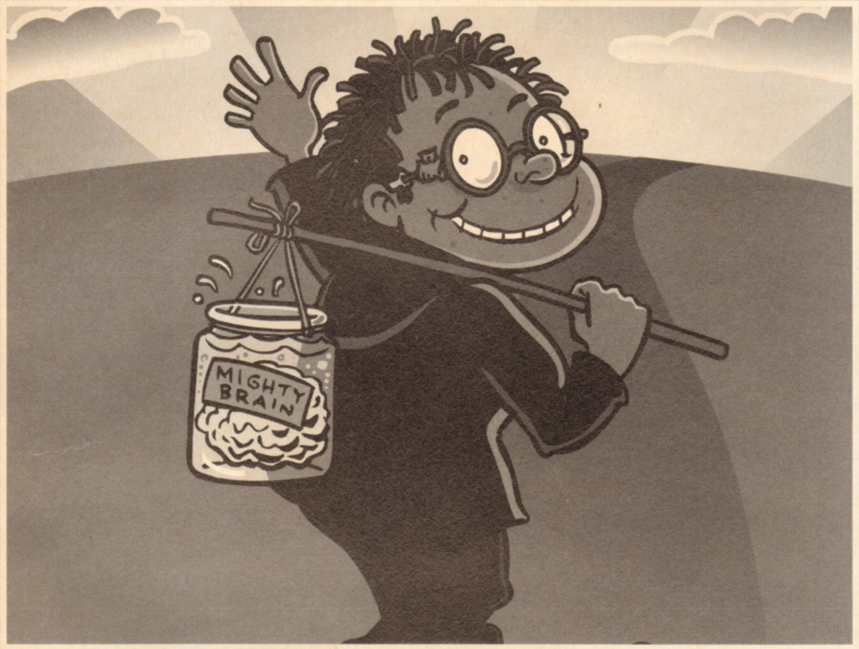


"I'll get my coat, then" said Kev, sniffing back a tear.

Greg Ingham (publisher)
I was Commodore Format's publisher from launch, so I'd just like to say farewell to the mag – it's been a lot of fun. The best moment was launching the mag and immediately selling more than Zzap because we'd created a masterpiece. These days, I'm the joint managing director of the whole company, but I still enjoy a good blast on the excellent *Drop Zone*.

Unfortunately, we haven't refined our techniques enough to keep them alive for longer than a paragraph.

IT'S ROGER FRAMES



The executive helicopter drifted in and touched down on the roof of the Manhattan Hilton. A door opened and a small, boyish figure leapt lithely to the concrete and scurried towards the special executive lift which went straight to the VIP car park, in a nuclear-strike-proof bunker deep under the hotel.

The figure climbed into a stretched, armoured Cadillac Uno (so-called because only one was ever made) and the car wafted silently up a ramp towards the steel doors and Fifth Avenue. Somewhere lost inside the luxurious executive leather interior with full mini-bar and TV displaying continuous re-runs of Might Morphin Power Rangers, the small figure was deep in thought. As the car sped towards the meeting of the Vital Pan-Global Economy Committee, Roger Frames started to remember his roots...

Commodore Format was more than a magazine. It was a magazine with a cassette on the front. But it was more than that as well. It summed up an era. The Commodore 64 wasn't a machine for those with pots of cash and no sense. It was a computer for computer lovers. And cheapskates like me. Well, you don't see Sega, Nintendo or Sony flogging games for £2.99. Not ones that work, anyway.

But I alone carried the torch for tightwads everywhere. While greed-blinded fools splashed out several quid on big-boxed games, I stuck with re-releases and the terminally not-worth-much. Of course, there were times when this policy was seen as unpalatable. Remember that time I fell in a river/got caught doing something bad/made my dad look stupid/embarrassed Debit? 'Course you do. And I can remember each of these incidents (and millions more like them) as clear as day. Or I could if I wanted to. You see, there are many people who followed me down the road of the skinflint. Bill Gates, Richard Branson, even the Queen Mum (gawd bless 'er) all read Roger Frames Buys Budjit Games, and all have passed on messages to me that it changed their lives.

Look at me now. After one hair-raising CF-related-incident, which was read by the Vital Pan-Global Economy Committee, I was approached to be President of All-World Money. The reason you won't have heard of me in this role is because, er, it's still a secret, and there are fears that if it were known that all world money was being controlled by a twelve-year-old, the stock markets could suffer a substantial downswing.

But my new life of helicopters, stretched cars, New York underground bunkers and all the ice-sculptures I can smash isn't as great as you might think. For a start, I can't bear to spend any of the astronomical salary I command. Scan my cheque-stubs and only one word appears. Budjit Games. (OK, that's two words, but sometimes I hyphenate – something the VPGEC is hot on). And there aren't that many budjit games left to buy.

Which brings me back to the point (something the VPGEC rarely encourages). You, as a faithful reader of Commodore Format, are doubly lucky because you supported and enjoyed the finest magazine ever to grace the shelves of any newsagent or supermarket, and because I am able to offer you, at a decent rate, the secret of my success. Interested? Read on (at this stage, there's no obligation. If you decide not to read on, just close the magazine and walk away. You owe nothing and no salesmen will call at your house).

I call my plan the Rutger Fraemes Method of Extreme Wealth. The name is Swiss because, er I fancied a change, and that's where your money will end up anyway. What you do is simply think of yourself as successful! That's all! Sounds stupid? Well read on. By believing yourself to be immensely well-off and powerful, you'll convince everyone you meet that you are hugely flush. They'll want to know how on earth you could be so fantastically wedged and (here's the clever part) you tell them; "Want to be as rich as me? Well you can. Just send me £10 and I'll send you my foolproof method. Tell all your friends to do the same, and you'll all be rich as Gods in no time."

OK. So now you're asking – 'when these people all send me their tenners, what do I send back in return? I must send them something'. Not so fast, kids. To find out the answer to that stage of the Plan, simply send £15 to Rutger Fraemes, c/o the VPGEC, New York, America.

Yes, CF has been good to me. I hope you've enjoyed reading about my many scrapes as much as I've hated having them. Don't be despondent at its passing, though. Simply follow the Roger, I mean Rutger Fraemes Plan, and laugh all the way to the bank.

Love always, Roger.

ULTIMATE HARDWARE

We may not be around, but your C64 is still quite capable of growing beyond its original form. Roy McNeil has the terrifying task of rounding up every piece of hardware, ever (or, at least, all the hardware you'll ever need).

D'you see those little ports all around the outside of the C64? They're not just designed to look fragile, get dirty or scare technophobes. They were put there to help you add more things to your C64 to build a super computer. You'll already have plugged a joystick in to play games, but what else can you add?

Monitors

Running a C64 on a television is all very well, but you'll never get the same quality as you would from a monitor. This is because, with a television, the C64 has to convert the video signal into a PAL TV format, instead of keeping it in the RGB form that a monitor uses. Monitors don't suffer the drop in quality caused by this conversion. They're also built specifically to be computer monitors, so various other improvements can be made, such as resolution, colour range, and cost (no tuner).

The general rule is that any monitor with an RGB socket will work with the C64. It's possible to connect other types of monitor to the machine, but this gets both difficult and boring – RGB monitors aren't difficult to find. The most widely used is the Commodore 1084S, with its stereo facilities making it a good choice for Amiga owners as well. The obvious C64 choice is the 1084 (notice the lack of an S), as the C64's lack of real stereo doesn't demand that extra speaker.

Another easily available monitor is the MicroVitec CUB, worshipped by owners of the old BBC micros. You'll find them in most schools, and you'll be able to pick them up at car-boot sales. Unfortunately for them, they have no speakers, a less that average visual performance and an appearance not unlike two breezeblocks wrapped in sheet metal.

C1084 • ★★★★☆ • Cavendish (0116 251 0066)
No stereo, but a good screen performance.

C1084S • ★★★★★ • Cavendish Commodore
The 1084 with stereo speakers, really.

CUB • ★★☆☆☆ • Car boot sales only, folks
Awful, but incredibly cheap.

Disk drives

If you're getting tired of loading software from tape, you'll be pleased to know there are other storage mediums available. A disk drive, for instance, is a much easier way to pass information around – though, thanks to Commodore, they still run fairly slowly, disk software takes a tenth of the time to load, is much easier to store (they're flat!) and are much more reliable (they have one moving part). They're also accessed digitially, so instead of recording one program after another on a tape and overwriting old software, you can save a program anywhere on a disk, automatically finding space and filling in the empty gaps.

Loading each level of *Lemmings* from tape isn't fun. A disk drive speeds the process up.

Before we go any further, we really have to mention the C1541, Commodore's own brick of a 5.25" disk drive. Operating under the fundamental belief that big and beige is beautiful, they produced a three housebrick device that contained its own powerpack, and subsequently overheated, crashed or just basically went horribly wrong on regular occasions. Due to these novel and excellent features, they're widely available.

And so, realising that no-one had space on their desk for a drive that was very nearly as big as the C64 itself, Commodore produced the 1541Mk2, a slimline drive by comparison. The powerpack could now fit neatly under the desk, and software was no longer needed to make the thing 100% compatible.

The only real problem with 5.25" disk drives is that they take 5.25" disks. The only real problem with 5.25" disks is that they're flimsy, flexible, unshielded, unreliable, and capable of holding only a few hundred kilobytes. They also look completely naff. 3.5" disks, on the other hand, are made of solid, sturdy plastic, with metal shutters shielding the floppy part, and with this safety comes the ability to store up to 1.6 megabytes (1 meg being 1024k), which is 25 times more than your C64's own internal memory. Go on – get a FD2000 today.

The FD2000 was designed for you. It has a higher storage capacity that a PC (gosh!), is capable of emulating any device number from 8 to 15, and even contains a GEOS compatible real-time clock. It is fabled that only cost limited plans for a button to make the drive dig its fingernails into your buttocks.

1541 • ★★☆☆☆ • It's that Buyarama time, folks.
No.

1541Mk2 • ★★★★☆ • £69.99 from EBES
The best 5.25" you're likely to find.

FD series • ★★★★★ • £159 from EBES.
Oh, go on – you know you want to.

Hard drives

So your mate's just gone out and bought an FD4000 with several megabytes of storage space and a real-time clock, and he's waving it in front of your face. What are you going to do? Simple – buy a hard drive. It's basically a disk drive, but you can't remove the disk itself. Since the machine knows the disk it's writing on isn't going to be bumped, scratched, stored or even moved by a thusand of an inch in relation to the read head, the information can be written onto the surface of the disk in a much higher resolution, meaning you can store more on it.

CMD's hard drive, known simply as HD, is available now from the Electric Boys, for a price they never seem willing to announce. It's connected to the C64 via the serial port (like a floppy drive), but outperforms other drives in terms of speed and capacity – it's up to one hundred times faster than a 1541 floppy drive, and can store 16MB of data. They're invaluable for all applications, irradicating the need for disk swaps.

HD • ★★★★★ • £TBA from EBES
How can you make do without one?

Some

If you're a
ested in th
Quick Data
one who w
carts are s
alarge spo
incredibly
faster than
back being
on that for
choice – y
patible pro
Quick Dat
You could.

Cartr

Carts are
ons, they'r
add-on, as
software. T
nowadays
because th
into the po
techie, us.
The Ac
Datel have
dibly cleve
The AR fin
nite lives, t
When you
freeze the
berievemer
address by
good poke
form as the
age and fu
though – it
sion detect
life easier.
Sprint
printer inte
lell printers
There's so
the C64's
standard c
the top too
Of cou
port, and y
much fun
unplugging
time you p
better optic
tridge moth
your cart p
for your ow
with its ow
speedy es
screen, it v
and save c

Something else

If you're a keen programmer, you might be interested in the third storage device this month. The Quick Data Drive is an excellent choice for anyone who wants cheap, fast storage. The QDD carts are small plastic cassettes containing alarge spool of tape that can be spun and read incredibly quickly. The QDDs are three times faster than a conventional 1541, the only drawback being that nobody – at all – sells software on that format. That's why it's a programmer's choice – you'll have to write your own QDD compatible programs.

Quick Data Drive • ★☆☆☆☆ • Buyarama
You could…

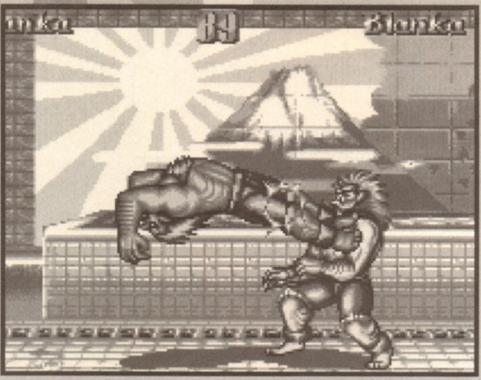
Cartridges

Carts are odd things. Despite being hardware addons, they're mainly in the realms of the software add-on, as they come laden with chips containing software. They tend to do a little more than that nowadays though, and are categorized here because they're all roughly the same size and plug into the port marked 'Cartridge'. We're dead techie, us.

The Action Replay is the first off the blocks, as Datel have gone to great pain to produce an inctedibly clever piece of kit specifically for game fans. The AR finds addresses in games to poke for infdinite lives, time, health, etc, by working with you. When you lose a life, you press the AR button to freeze the game and tell the cartridge of your berievement, and it tracks down the relevent address by a process of trial and error. If it finds a good poke, it'll be presented to you in the same form as the Gamebusters AR pokes, for your storage and future use. The AR doesn't stop there, though – it can also do clever things with the collision detection on hardware sprites to make your life easier.

Sprint 128 offers a full centronics standard printer interface, which allows you to collect parallell printers to your C64 (it's the wide standard). There's software inside the cart itself to counteract the C64's use of a completely non-standard character set, making this the top tool for excellent printouts.

Of course, there's only one cart port, and you're not going to have much fun continually plugging and unplugging edge connecters every time you print something. A much better option is the Datalux, a cartridge motherboard that slots into your cart port and provides tree slots for your own carts. Coming complete with its own reset button for those speedy escapes back to the warmup screen, it will definitely come in handy and save cart swaps.



***Street Fighter 2* – how are you going to beat Blanka's shock move? Get an Action Replay, of course.**

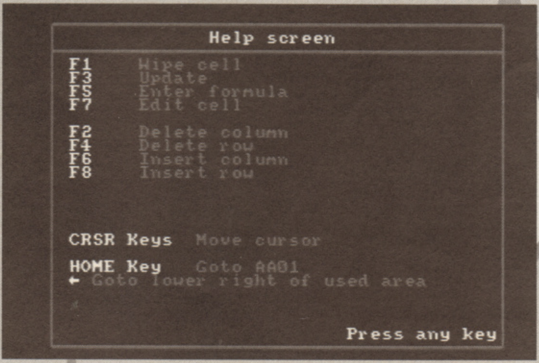
Action Replay • ★★★★☆ • Datel
Excellent choice for gamers and coders alike.
Sprint 128 • ★★★★☆ • Datel
It's a printer interface.
Datalux • ★★★☆☆ • Datel
These Datel people love their carts, don't they?

Printers

Of course, there's no point in seriously using your C64 to produce documents, artwork, spreadsheets, or anything else unless you can print your findings out. What you'll need, then, will be a printer. There are various different types of printer available, the most basic being dot matrix, using that classic page-hammering pin technique. Ink or bubble jets work in a similar method, but instead of hammering the page through a inky ribbon, they squirt a jet of ink onto the page to form a dot. It's a little more refined than that, but the theory's the same. Laser printers work in the same way as a photocopier, using toner and light to print.

The Epson LX-100 is always a good place to start, as a 9-pin dot matrix printer is all most people will need. It has three fonts, two being NLQ and the third being draft. The NLQ speed is 48cps across eighty columns. Oh – it'll need a Sprint cart as well (see the previous section).

Epson's LQ-870 is the next dot matrix up in the line from the LX, boasting the resolution of 24-pin character height. across 132 columns. It runs at 110cps, using over 10 fonts. This one will also need a sprint cart.



```
                 Help screen
F1     Wipe cell
F3     Update
F5     Enter formula
F7     Edit cell

F2     Delete column
F4     Delete row
F6     Insert column
F8     Insert row


CRSR Keys   Move cursor

HOME Key    Goto AA01
← Goto lower right of used area

                              Press any key
```

If you're going to use packages like *Mini Office 2* to create spreadsheets, you're going to want to print them out.

If you want to invest in a jet printer, Hewlett Packard have provided a range of them that live up to everything you'd expect from a superior printer. The Deskjet series offer 256 levels of grey, and the higher of the range produces documents of laser quality, at a much more affordable price tag.

Finally, there's the GDI Superscript 610 Plus, a printer that makes Constable's *The Haywain* look distinctly low-res.

All of the printers featured here are available in high-street computer stockists. Bear in mind that printers seem to sell at completely different prices form one shop to another. If you can't find what you're looking for, shop around.

Epson LX100 • ★★★☆☆ • £100
Simple, but low quality.
Epson LQ-87 • ★★★★☆ • £400
Good dot matrix. Low quality.
HP Deskjet 320 • ★★★★☆ • £200
Top deskjet action.
HP Deskjet 520 • ★★★★★ • £210
Even topper deskjet action.
GDI Superscript 610 Plusz • ★★★★★ • £320
The mutt's nuts *(err, I'm not too sure about this use of 'creative grammar' – ed).*

You want chips with that?

Okay, so maybe there's only the one. JiffyDOS is a replacement chip set for your C64's ROM and Disk Operating System (DOS), which speeds up your disk access by eight by reading in whole bytes at a time as opposed to individual bits (damn you, Commodore) as well as adding a whole bunch of extra commands.
JiffyDOS • ★★★★☆ • £TBA from EBES.

That'll be it, then.

So hopefully, you're no longer moping around wondering if you can liven up your C64 any. You can rush out tomorrow and take those first steps to building a supercomputer (or just a computer) out of your C64. Whatever, happy hardware.

WHAT NOW?

Yes, we know – Commodore Format's effectively leaving you with absolutely no source of C64 info with which to fuel your hobby. Without your monthly foray into the wild and wacky world of this wonderful 8-bit, you're going to be stuck for fresh software, reading material, valuable contacts and small ads. This could be a problem, but we know you're more resourceful than that.

If you want to keep your machine alive, there are a few very easy ways to do it. Below this text, you've got a list of some very valuable names and addresses – use it.

First of all, you have to get connected to the rest of the world. Without going into the realms of the internet, you can do this by simply subscribing to a fanzine or newsletter – as long as you have that source of news, reviews and information, you can't go far wrong.

Next, you have to do something that a lot of people frankly don't want to do – you're going to have to buy some software. Not massive amounts, but just enough to support your favourite companies in return for supporting you in the months to come.

You don't have to become an avid supporter of your machine and go on marches to get your voice heard, you just have to stay in touch with the friends you've made since this magazine began. Alternatively, you could start your own fanzine, building your own circle of contacts, and another source of unbiased, enjoyable and expertly written information. Now that Commodore Format's out of the way, you've got no real competition for regular readers.

Alternatively, root out those little games you wrote a while ago and send them to your favourite PD library.

At the end of the day, though, make sure you have as much fun supporting your C64 as we have, and don't let the fact that you haven't got, as The Mighty Brain put it, a Mega-Zord PC (ribbit) get you down. You've got a great computer with a great market, so use it.

C64 Scene directory

Clubs

COMMODORE MAGIC
5 Crane Avenue, Yaxley, Peterborough, Cambs PE7 3JH

GEOSCLUB
Frank Cassidy, 55 High Bank Road, Droylesden, Manchester M35 6FS

ICPUG
45 Brookscroft, Linton Glade, Croydon, Surrey CR0 9NA

SEUCKERS
12 Arthur Avenue, Caister-on-Sea, Great Yarmouth, Norfolk NR30 5PQ

SIMULATION CLUB
S Allen, 21 John Shepoy Street, Hyde, SK14 4HN

Comms

ASPECTS ☎ 0161 792 0260
CIX ☎ 0181 390 8446
COMPUSERVE ☎ 0800 289378
DELPHI INTERNET ☎ 0171 757 7150
DIRECT CONNECTION ☎ 0181 317 0100

Fanzines

COMMODORE ZONE
✉ 34 Portland Road, Droitwich Worcs WR9 7QW ☎ 01905 779274

8BIT
✉ Harrowden, 39 High Street, Sutton-in-the-Isle, Ely, Cambs CB6 2RA
☎ 01353 777006

SIXTY FOUR
✉ c/o LS Bebbington, 348 Station Road, Winsford, Cheshire CW7 3DG
☎ 01606 861647

Indie Software Companies

COMMODORE 64 SOFTWARE HIRE CLUB
✉ C Statham, 3 Briarbank Ave, Porchester Lodge Estate, Nottingham NG3 6JU.

ELECTRIC BOYS ENTERTAINMENT SOFTWARE
✉ 59 Milton Road, Tottenham, London, N1 3DS ☎/fax 0181 668 7595

SQUIRM SOFTWARE
✉ c/o Stephen Renehan, 1 Prince Arthur Terrace, Rathmines, Dublin 6, Ireland

VISUALIZE
✉ 9 De Grey Road, King's Lynn, Norfolk PE30 4PH ☎ 01553 760012

XL.C.US INC M&P
✉ 21 Stockwell Road, Milton Malsor, Northampton NN7 3AN

WWW resources

COMMODORE FORMAT
http://www.futurenet.co.uk/computing/commodoreformat.html

C64 WWW PAGE
http://www.hut.fi:81/~msmakela/cbm/

Mail Order

EVERGLADE
✉ 68 Telford Street, Inverness, Scotland, IV3 5LS ☎/fax 0146 324 0168

OASIS
✉ 14 Ridgeway Road, Salisbury, Wilts, SP1 3BU ☎ 01722 335061

WIZARD GAMES
✉ 1 North Marine Rd, Scarborough, Yorks, YO12 7EY ☎ 01723 376586/503299

PD Libraries

BINARY ZONE PD (T+D)
✉ 34 Portland Road, Droitwich, Worcs WR9 7QW
☎ 01905 779274

ELECTRIC BOYS PD (D)
✉ 59 Milton Road, Tottenham, London, N1 3DS ☎/fax 0181 668 7595

FOX PD (T)
✉ 6 Sturton Avenue, Goose Green, Wigan WN3 6SZ

IPSWICH PD
✉ 61 Springfield Lane, Ipswich, Suffolk, IP1 4EW

KDPD (T+D)
✉ 9 Failford Place, Kilmarnock, Scotland KA3 1UJ

KINGSWAY PD (D)
✉ 72 Glencoe Road, Sheffield S2 2SR

MEGA MANIA PD (D)
✉ 9 Enler Gardens, Comber, County Down, Northern Ireland BT23 5DS

MEGATRONIX SOFTWARE (T+D)
✉ 21 Tiled House Lane, Pensnett, Brierley Hill, West Midlands DY5 4LG
☎ 01384 77172

PLPD (D)
✉ 40 Windsor Avenue, Whitehead, County Antrim, Northern Ireland BT38 9RX

UTOPIA PD (D)
✉ 10 Cwmaman Road, Godreaman, Aberdare, Mid Glamorgan CF44 6DG

Sharware

SHAREWARE PLUS (D)
✉ PO Box 301, Worcs WR8 9YW

Upgrades/Repairs

DART COMPUTING
✉ 105 London Road, Leicester LE2 0PF
☎ 0116 247 0059

MEEDMORE LTD
☎ 0151 5212202

(sob)

We liked to think it would never happen, but it has – this fine magazine has reached the end of its commercial life, and so, inevitably, has to close. It's a crying shame, to be sure, but you're currently reading a magazine that was launched halfway through the C64's lifetime – we're on issue 61, making five years (and a month) of solid coverage for your machine.

A lot of people will be making the assumption that they'll have to sell their computers now, and move up into the world of the PC, Mac, or Amiga. This isn't necessarily true, but if you want to use this event as a prompt, please do.

You only really need to be careful on one count – exactly what you buy. The power of the machine doesn't really come into it (each to his own), but make sure that what you're buying is a computer instead of a console. The C64 got so far because when people were bored of playing games they could always use their games machine as a word processor, spreadsheet, database, comms unit, musical instrument, or whatever. And when you're bored of all of that, you can start programming and tell the machine exactly what to do, creating your own software.

If you rush out now and buy a console machine, no matter how powerful it happens to be, there's nothing you can do on it other than play games written by other people. These are doubtlessly over-priced, shallow, and created by someone who really doesn't give a toss about how much fun you're having. Please don't buy a console machine.

That little rant over, all that's left for me to say is 'goodbye' – I hope you like the eclectic mix of personal testimonies, round-ups, and other odd things we've compiled for you this month, as we wanted to make this last issue a celebration of Commodore Format and the people who made it great as opposed to the C64.

I speak for everyone involved when I say that it's been a lot of fun producing a magazine for you. Unfortunately, all good things must come to an end. This is it.

Commodore Format
Future Publishing,
30 Monmouth Street, Bath,
Avon BA1 2BW
☎ 01225 442244
Fax 01225 446019
E-mail cf@futurenet.co.uk

NOTE: Please do not ring the office for advice, as there's nobody from Commodore Format around anymore. If you ring up and hassle our receptionists, we'll trace the call, come around to your house and hurt you. Lots.

Available editor Simon Forrester
Unemployed art editor Kevin Hibbert
Bored contributors Trenton Webb, James Leach, Clur Hodgson, Roy McNeil, and Mike Roberts.
Broke ad team The amazing Tony Hickman, the sexy Diane Clarke, and Rob 'weird' Bennet (retired).
Still over-worked (but unentertained) publisher Simon Stansfield
Joint managing director (you'll never get away with *the* gag) Greg Ingham
Big bad boss Nick Alexander
Thumb twiddling in the production dept. Jayne Owen
Doodling ad design Cherry Coad
Lack of circulation (?) Jon Bickley

Special thanks Everyone else who contributed to this issue to make is a bit spesh, despite the amount of hassle they received for their troubles.

© Future Publishing Ltd 1995

Commodore Format is an independent publication. We cannot guarantee to return material submitted, nor can we enter into personal correspondence. That's 'cos we're shut, see?

Contributions are only accepted on the basis of full assignment of copyright to Future Publishing. All letters submitted are assumed to be for publication, even the obviously unprintable ones. They will also be assumed to be open invitations to skin you alive. We take care to ensure that everything we publish is accurate, but cannot be liable for any errors or omissions (aha ha ha are we in for some fun now).

No part of this publication may be reproduced in any form without written permission of Oedra, devourer of worlds, summoned by pentacost of inverted souls (or, if you really must, Future Publishing).

Commodore Format recognises all copyrights contained within this issue. Where possible we have acknowledged the copyright holder. Please feel free to contact us if we have failed to recognise your copyright – we will be happy to correct any oversight. Or at least we would be if we had another issue to do it in. But we don't.

Alternatively, you could track down the member of the team and dismember them until they apologise. Loudly.

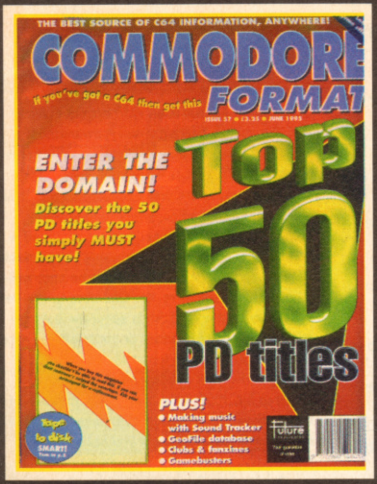
Printed for just one last time by William Gibbons and Sons Ltd, Willenhall, West Midlands WV13 3XT. That's in the UK, by the way. It sounds a tad nationalistic, but for some reason it's massively important.

ROGER FRAMES SPOKEN WORD TOUR

Brixton Academy	**20/9/95**
B/ham NEC	**22/9/95**
Manc GMEX	**24/9/95**
M/Keynes Bowl	**25/9/95**
Wembley Arena	**27/9/95**

Special guests: Blur, Henry Rollins, & Spalding Gray.
Tickets £7 at door. W/chair fac throughout.

SFX
The X-Factor
X-APPEAL
INSIDE THE SF TV SHOW OF THE '90S, WITH CREATOR CHRIS CARTER
Future
PLUS: SPECIES, WATERWORLD, CHRISTOPHER PRIEST & MORE...
ON SALE 22 AUGUST
Films, TV, Books, Comics, Video, Models and more...


THE BEST SOURCE OF C64 INFORMATION, ANYWHERE!
COMMODORE FORMAT
If you've got a C64 then get this
ENTER THE DOMAIN!
Discover the 50 PD titles you simply MUST have!
Top 50 PD titles
PLUS!
Making music with Sound Tracker
GeoFile database
Clubs & fanzines
Gamebusters
Tape to disk SMART!
Future

How did the software shape up? How did the hardware hold out? What PD is worth persuing? It's

BACK ISSUES

JAM-PACKED FROM COVER TO COVER WITH C64 INFO
COMMODORE FORMAT
C64 REBORN!
Shock news! PC giants ESCOM relaunch the C64-full story inside!
ESCOM
Tape to disk SMART! Turn to p5
Future

CF42 Power Pack games: *Stormlord, Deliverance.* Gamebusters: *Dizzy, Prince of the Yolk Folk, IO, Seymour Goes To Hollywood, Nobby The Aardvark, Sceptre of Baghdad.* Special: The best and worse games, ever.
CF43 Power Pack games: Reader games extravaganza. Gamebusters: *Mayhem, Nobby, Future Knight.* Specials: How to make your games scroll, A-Z of sports sims, The return of Secret of *SUECK*cess.
CF44 Power Pack: *Carnage, Mayhem Mega MIx Part 1.* Gamebusters: *Mayhem, Nobby, Future Knight.* Reviews: *Penguin Tower, Archetype, Time Crystal.* Specials: Making music, PD library list, diary of a game: 10th Dan.
CF46 Power Pack: *Bonecruncher,* Complete level of *Mayhem, Quadraped Tearaways* music demo. Gamebusters: *Mayhem, Stormlord, Wizball, Carnage.* Reviews: *Squarescape, Escape From Arth, Wilberforce.*
CF48 Power Pack: *Tilt (CodeMasters), City Bomber demo, Repel, Wizard's Pet.* Gamebusters: *First Samurai.* Reviews: *Lions of the Universe, Bobix, Super Nibbly.*
CF49 Power Pack: *Fantasy World Dizzy, Penguin Towers demo.* Gamebusters: *Legend of Sinbad.* Features: What C64 products you should spend you £64 on; How to create new colours. Review: *Fred's Back 3.*
CF50 Power Pack: *The Original Dropzone, Heavenbound* demo, plus *Chaos* and *Galaxians.* Gamebusters: *Wizard's Pet, Cool World* and *Tilt.* Reviews: *Heavenbound, Cashman Compilation* and *Zzzz.* Special feature: Top 50 games.
CF51 Power Pack: *Steg the Slug, Deadline* demo, plus *Multihack.* Gamebusters: *Dizzy* Previews: *Amorphous* & *Mega Force.* Special feature: C64 Vs The World.
CF52 Power Pack: *Mega Force, PD Extravaganza* Gamebusters: *Dropzone* player's guide Special feature: GEOS.
CF53 Power Pack games: *Mind Maze, Darkest Road* Demo: *Bee 52 , Artris.* Special feature: Sshh! Listen – the *CF* guide to making noise on your C64.
CF54 Power Pack games: *Spaghetti Western Simulator, Antifriction, overload* Demo: *Amorphous* Special feature: C64 bargain hunter – where to go for the best second-hand deals and how to recognise them when you see them.
CF55 Power Pack games: *Square Scape 2, Sceptre of Baghdad, Stars and Rings.* Special feature: Grin and repair it! part I. If your C64 looks as if it's about to give up the ghost read this! 'This' being practical advice on caring for your computer's peripherals. Also: SEUDS corner, the newest SEUCK games form Psytronic Software, and Well 'ard II. Russ Michaels on the CMD hard drive.
CF56 Power Pack games: *Harrier, 3D Space War, Superstrike, Darkest Road Part 2.* Utility: *FROST.* Special feature: Get animated! Jason Finch uses this month's powerpack utility, *FROST,* to put life into your sprites. Also: Grin and repair it, part II. Is your C64 sick? Don't despair, diagnose and repair, says Jason Finch, and tells you how; Plus: *GeoCalc* – a graphics-based spreadsheet.
CF57 Power Pack: *Sound Tracker, Slayer of the Damned, Colouration, Minotaur.* Specials: Enter the domain – the top 50 PD titles. Also: Make music with a *Sound Tracker 64* program. Gamebusters: *Antrifriction. Sceptre of Baghdad, Steg the Slug, Stars and Rings, Squarescape 2, Lemmings, Amorphous.* Review: *Access Denied.*
CF58 Power Pack: *Trashman, Capture, and House Case.* Specials: The C64 Reborn! Escom's plans to mass-produce the C64 again for sale in Eastern Europe. Also: A retrospective of 1993, the year of the computer game. Gamebusters: *SquareScape 2. Superstrike, Spacewar, Strike Force Harrier.* Review: *GEOS compatible printers, Sword of Honour.*
CF59 Power Pack: *Samurai Trilogy.* Specials: World Party – the many ways in which the C64 is celebrated the world over, even in outer space!. Also: More news on Escom, the company that plans to put the C64 back on the map. Gamebusters: *Action Replay* poke list, for all those with a button to press. Review: *Walkers,* and *Riddles and Stones.*
CF60 Power Pack: *Super Pac Twins, Sound and Light demos.* Specials: Get Connected – go online with your C64, and take part in the internet party. Also: Supportware – the new concept in software sales, GEOS software and games programming. Gamebusters: You name it, we've ripped it to shreds. Review: *Escape from Arth, Treasure Isle, and 1991!*

SPECIAL OFFER THE MORE YOU BUY, THE MORE YOU SAVE!

JAM-PACKED FROM COVER TO COVER WITH C64 INFO
COMMODORE FORMAT
GET CONNECTED
to gigabytes of software, thousands of places, and 24 million people...
AND THERE'S MORE...
Tape to disk SMART!
Future

PLUS:

COMMODORE FORMAT BINDERS

Just £5.99

CHECK OUT THESE CRAZY PRICES!

1 back issue	£2.50	Save 45p
2 back issues	£4.50	Save £1.40
3 back issues	£6.50	Save £2.35
4 back issues	£7.50	Save £4.30

All extra back issues add £1.50 for each

- Plus £1 for postage and packaging (see coupon for rates outside the UK)
- Orders within the UK do not require a stamp

COMMODORE FORMAT BACK ISSUES

Name ______________________
Address ______________________
____
Post code __________ Phone No __________
Method of payment (*please tick*)
Access ☐ Visa ☐ Cheque ☐ PO ☐
Credit Card No __________ Expiry date ______

POSTAGE AND PACKAGING:
UK £1 ● Europe £2 ● Rest of the world £3

I would like the following back issues...
____
Total cost of back issues ______________ £☐☐.☐☐
I would like a *Commodore Format* binder* ______________ £☐☐.☐☐
Please add price of postage and packaging* ______________ £☐☐.☐☐
Total cost ______________ £☐☐.☐☐

Please make all cheques payable in pounds sterling to Future Publishing Limited, and send the whole lot to: *Commodore Format* Back Issues, Future Publishing, FREEPOST, Somerton, Somerset TA11 6BR.